WARCRAFT

THE ROLEPLAYING GAME

SHADOWS & LIGHT

A Fantasy Setting Sourcebook for v.3.5 Roleplaying

SWORD & SORCERY

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Correction
The year of birth listed for Michel Martin Koiter in the end pages of Lands of Conflict is incorrect; it should be May 3, 1984. We apologize for the error and again offer our condolences to Michel's family and friends.

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Trant tugged on his helmet and threw aside the sheath for his waraxe. Reaching up to the chain around his neck, he ran his fingers through the dozens of claws he had taken as trophies in battle — a custom since his first battle, more than ten years ago. Had it really been so long? "I don't know about you," he growled, "but I think they're more ready to die than I am!"

Haneth made no reply. Reaching into her quiver, the infiltrator selected a trio of magical arrows from the collection she had gathered over the years and nocked them ready on her bow. Haneth's brown hair was cut by streaks of gray bleached by necromancy, reminders of their journey across the Plaguelands. She had lost her husband in the ruins of the Violet Citadel — to a simple gargoyle that any one of the arrows she now carried could destroy in a heartbeat.

Trant thought back to when they had first met in New Stromgarde, Haneth's smile and dancing eyes, and wondered if he had seen anything but pursed lips and a steely gaze since Stovros's death.

Vlac hunched behind them, his fur-trimmed robes gathered around him as he poured red sand to inscribe intricate patterns on the floor. Trant couldn't say if he would ever have called the orc shaman young, but he could remember a time when he didn't call Vlac friend. Now he trusted a one-time enemy more than anyone else in his life. The orc had always possessed a talent for tongues, and this time he chanted in what sounded like Eredun, each syllable of the ancient ritual thrumming like a plucked bowstring.

Trant heard the screeching outside and feared they might not have long enough for Vlac to complete his spell. "Now or never, Nuji," he said, thumping the dwarf with his boot.

"Okay," said Nuji. "Okay. I'm ready. It's ready." Throwing his tools to the floor, the tinker hefted a cannon almost as big as he was. "I probably shouldn't even touch the trigger until you drop the shield. Don't want to risk total alchemical discharge—"

"Enough, Kodosbreath. Are we going to fight or not?" complained Dolmont. One of the few humans ever trained by Horde assassins, he made at best a dangerous ally.

He may have honed his body into a lethal killing machine, but he still had the same unruly mop of black hair Trant remembered from when they were boys — and the same fire in his eyes. Now his short swords glowed with their own blue flame, as hungry for blood as their wielder.

Trant took one last look around the small hut at his companions, once a group of friends from the far end of nowhere, now the most wanted fugitives on another world. "We can't buy you much time, Vlac," he warned, getting only the slight nod he expected in return.

Trant snuffed the candle at his feet and the walls of the summoned building dissolved to reveal the dusky sky of Outland and the eight nether dragons circling around them. From beyond the dragons, a full-grown netherwyrm let loose a blast of green fire that splashed against the last of the hut's dissipating protective aura.

Nuji fired a blast of his own that knocked back the wyrm and staggered the tinker almost into Vlac's now-glowing runic circle. In the space of seconds, Haneth's arrows sprouted from the drakes, coating them in waves of shimmering ice. As Trant hacked into the immobilized creatures with his battle axe, Dolmont used one of the frozen drakes as a stepping stone to leap astride another still in the air and ram his blades home.

Skill and experience eliminated half their foes in the first seconds of the battle, but the others still remained and the mother was roaring to call more of her children.

"Stand back!" yelled Vlac, stepping aside as the circle he had crafted leapt into the air and reflected itself six-fold. The air was rent with an echoing *pop* as the reflections connected themselves into another, larger circle. Beyond a shimmering veil, Trant could see a stagnant pool of water ringed by marsh grass. Dustwallow, perhaps… yet certainly somewhere on Azeroth. Vlac had already picked up Nuji and stepped into the portal, the pair stretching and pulling away as they crossed the barrier between the planes. Dolmont was close behind. Trant grabbed Haneth's elbow after she took one last shot at the netherwyrm and ran toward the portal.

"I'd give Azotha gold for a dull moment," he grumbled as he tumbled across the void….

INTRODUCTION

With **Shadows & Light**, the **Warcraft RPG** presents a setting especially suited to epic-level and planar adventuring.

This book brings you the most powerful forces of the **Warcraft** setting: epic-level heroes and villains; immortal, divine-like beings; strange, wonderful and deadly places beyond Azeroth. The "shadows" are the dark, malevolent forces seeking the world's (or even the universe's) dissolution; the "light" includes the virtuous, heroic forces preserving order and goodness. Their deeds and the powers they wield make up the stuff of legends… if not myths.

The setting's most famous personalities and its immortals defined the course of history and possess the abilities that allow them to destroy and save worlds. This requires the use of the epic rules found in the *Epic Level Handbook*. These epic levels also reinforce the epic fantasy spirit of **Warcraft** — battling vast evils that threaten to annihilate the world, heroes leading their peoples to salvation against apparently indomitable, implacable odds.

In addition, adventuring in the planes requires great skill and power, typically available at high levels of play. The three planes in **Warcraft** — the Elemental Plane, the Emerald Dream and the Twisting Nether (including Outland) — each play a significant role in the setting's history, such as the three wars of recent times involving invaders from other planes and worlds.

Thus, **Shadows & Light** is a campaign setting sourcebook for high-level play in the **Warcraft RPG**. A Game Master (GM) can use this book to bring player characters (PCs) into contact with the setting's most noteworthy powers. Moreover, GMs and PCs alike can use it to take play past 20th level and give the PCs legendary, mythical adventures to accomplish.

What's In This Book?

Shadows & Light constitutes the definitive campaign sourcebook of epic-level and planar adventuring for the **Warcraft RPG**. Much of the content references and expands upon existing epic-level material found in the *DMG* and in the *Epic Level Handbook*. This book drew specifically upon the open content available at <http://www.wizards.com/default.asp?x=d20/article/srd35> in the d20 System Reference Document.

Here is what you will find in each chapter and the appendix:

Chapter One: Forge of Power provides epic-level details for all **Warcraft** epic-level core classes and a selection of prestige classes. Importantly, it also offers several new epic feats that add to and derive from feats in previous **Warcraft** releases, the *Player's Handbook* and the *Epic Level Handbook*.

Chapter Two: Legends presents statistics and roleplaying notes for several of the most famous heroes and villains from all eras of Azeroth's history. Orgrim Doomhammer, Medivh, Malfurion Stormrage, Thrall, Archimonde and more are described using epic rules, along with a new template for creating a Guardian Corsal.

Chapter Three: Eternals serves up complete statistics and background information for Azeroth's immortal beings, known as Eternals. These demigod-like beings, from Cenarius to Alexstrasza to Ragnaros to Sargeras, all utilize the new Eternal template, an innovative means for creating immortals with nearly divine powers.

Chapter Four: Cosmology discusses the layout of the **Warcraft** universe (in essence, how the planes fit together and comprise that universe) and related topics such as traveling to the planes and spellcasting on the planes.

Chapter Five: The Planes expands upon the descriptions of the Elemental Plane, the Emerald Dream and the Twisting Nether found in the **Warcraft RPG** core book, exploring further their denizens and their geography. Also, Outland, seat of Illidan Stormrage's exile in the Twisting Nether, is described fully for the first time in a **Warcraft** supplement. For each plane, you will find new rules, new monsters or templates, and adventure hooks.

Appendix One: Spells & Magic Items collects together all the new spells and magic items — including several artifacts — used by the heroes, villains and Eternals of Chapters Two and Three.

Cross-References

Unless indicated otherwise, the following notations throughout identify material from other **Warcraft RPG** sources and distinguish new material in **Shadows & Light** when necessary:

- An asterisk (*) refers to the **Warcraft RPG** core book.
- Two asterisks (**) refers to the **Manual of Monsters**.
- A dagger (†) refers to **Alliance & Horde Compendium**.
- Two daggers (††) refers to **Magic & Mayhem**.
- A double dagger (‡) refers to **Lands of Conflict**.
- Two double daggers (‡‡) refers to **Shadows & Light**.

Tired, cold, hungry and wounded, the shadow hunter and the paladin approached the locked steel door.

"I turned my back on my tribe for this?" growled Guzul'dar, raising the bloody sack he held in one hand. His eyes were hidden behind dark slits in a wooden mask carved to resemble a cross between a murloc and a wendigo. The skulls of both types of creature, along with many others, hung from the *kaz'kah*— a "death totem" — strapped to his back, and dangled on rawhide thongs from his waist and neck. Around three, late at night, Guzul had given accounts of how he had collected each trophy, channeling the power of dark, savage spirits. They were impossible stories of strange pleas and black magics employed against blacker evils… yet the skulls told the truth of the tales. He was once the spiritual leader of his tribe, its bulwark against the demons. Yet he had left them behind.

"You're not the only one to know the meaning of sacrifice because of that bloody thing," said the paladin. Stefon thought back to the days when he was known as Stefon the Loyal, an unswerving servant to King Terenas. The tapestry of his life had unraveled when the threads of duty and honor were stripped away by a noble prince turned murderous monster, leaving Stefon to weave another from what remained: courage, strength of arms, and the conviction that he could make things right. Lifting his hand from the pommel of his sword, he pounded on the door.

"TURN BACK OR BE DESTROYED!" came a booming voice from a tin horn mounted high on the wall.

"It is us, you idiot," said Guzul. "Three weeks we quest for you, and this is the thanks we get?"

Bolts slid back with a *chunk* and the massive door swung open to reveal a lanky elf in a leather apron. "Sorry. Did you get it?"

"We got your piece of monster," said Guzul, pushing past the elf. "Now you do as promised."

"Why the warning, Lenaeas?" asked Stefon. "Have we been discovered?"

"No, no. Of course not," said the elf, hurrying over to where the witch doctor was emptying his sack onto a battered tabletop. "Got to be careful, though." Lenaeas was one of the cleverest tinkers Stefon had ever known. Shunned by his people when he embraced science over magic, Lenaeas had used his skills to improve upon Stefon's plan.

Now he demonstrated his considerable knowledge of biology as he dissected the dragon's heart, and his alchemical skill as he added selected portions to a vile liquid already bubbling over a glowing brazier.

"That's it!" cried Lenaeas, as the mixture turned from a sickly yellow to an iridescent blue. "Guz, grab that large glass vial over there. Not the warped one — it has to be perfect."

"Once I was leader of a people," complained the jungle troll as he carried the heavy glass cylinder to the table.

Donning leather gauntlets, the tinker added a pouch of green powder, then poured the boiling liquid into the tube and sealed it with an iron cap. Muttering nervously to himself, Lenaeas used tongs to place the now-glowing glass tube deep inside a steel sphere larger than a tauren.

"How long?" asked Stefon.

"A day, now that it's armed," replied the tinker. "Maybe less. I'll seal it up along the way."

Stefon walked out of the workshop and into a large cavern — the reason they had chosen the isolated inlet for their hidden stronghold. High above hung their commandeered goblin zeppelin and its dwarven pilot. "We leave in an hour, Tag!" shouted the paladin, his command acknowledged with a wave from the dwarf.

The burning monsters that stalked Guzul's tribe, the Scourge that had ravaged Stefon's beloved kingdom, the magic that had corrupted Lenaeas' people, the twisted naga that had pulled Tagradin's father's ship beneath the seas — when their threads were traced back through time they went to a single source. Queen Azshara, power-mad ruler of Suramar. When Stefon had heard of the naga and the possibility that Azshara might be alive deep under the waves, that she might still be pulling the threads of events, he knew what had to be done.

Lenaeas and Guzul dark pushed the device into the cavern on a wheeled cart, guiding it toward the winch that would lift it into the zeppelin. Seven years they had worked together to gather the necessary parts and materials, to see if the elven tinker could really produce the mad creation he had envisioned in his mind's eye. Now the time had come.

"Tomorrow we drop this weapon into the Maelstrom," said Stefon. "Tomorrow we destroy that gaping scar left upon our world by the mage-queen and raise her undersea kingdom to the surface. If she still lives, tomorrow she will pay for her crimes."

CHAPTER ONE: EPIC WARCRAFT

The **Warcraft** world is suited perfectly for epic-level play. Throughout the world's violent history, legendary heroes, diabolic villains and mystical beings have shaped cultures and altered the flow of ages. Names such as Alexstrasza, Orgrim Doomhammer, Uther Lightbringer and Mannoroth conjure mighty images and mightier sagas. This chapter provides rules on how to take your own **Warcraft** characters to such heights. Subsequent chapters provide statistics for the aforementioned legendary individuals and many others.

Also included in this chapter are many new epic feats, suited specifically for the **Warcraft** world. In addition, several epic feats that appear in the DMG and in the Epic *Level Handbook* are also appropriate.

Epic Core Classes

The *DMG* (Chapter 6: Characters, "Epic Characters") contains the basic rules for epic advancement (taking characters beyond 20th level) and provides epic progression rules for the core classes from the *Player's Handbook* that are available in a standard **Warcraft** game: barbarian, fighter, rogue, sorcerer and wizard. Below are epic progression rules for the four core classes specific to **Warcraft** — healer*, runemaster††, scout* and tinker* — as well as advice on how to get the most out of each class in the course of level progression.

Epic Healer

The epic healer is a paragon of restoration and protection. She holds her party together with strength and determination, and others can count on her to pull them out of the fire when adventuring gets rough. She burns with an unshakable inner faith that scours her enemies.

Concentrate on improving your epic healer's spellcasting ability, with a few nods toward defense as well. Metamagic feats can make even the lowliest spell impressive — consider Transcendent Spell†† especially.

Most of your ability increases should go to Wisdom, though occasional boosts to Strength and Constitution improve your combat prowess.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The healer's caster level is equal to her class level. The healer's number of spells per day does not increase after 20th level.

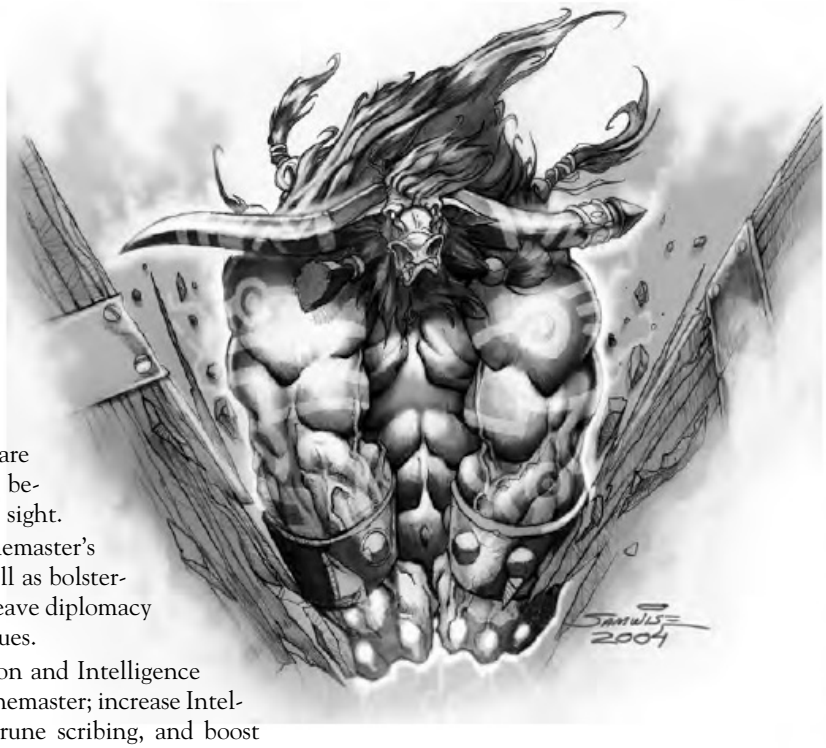
Bonus Feats: The epic healer gains a bonus feat (selected from the list of epic healer bonus feats) every 3 levels higher than 20th (23rd, 26th, and so on).

Epic Healer Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Epic Counterspell‡‡, Epic Spellcasting, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell and Tenacious Magic.

Table 1–1: The Epic Healer

Healer Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

Epic Runemaster



The epic runemaster is a wild, untamed creature of immense might. His skin is covered with strange designs that spit glowing power and make him crackle with an otherworldly aura. His marks can transform the lowliest warrior into a skilled fighter; when his marks are applied to himself, he becomes a truly awesome sight.

Increase your epic runemaster's fighting abilities, as well as bolstering his runic powers. Leave diplomacy to the paladins and rogues.

Strength, Constitution and Intelligence are important to the runemaster; increase Intelligence to bolster his rune scribing, and boost Strength and/or Constitution to improve his ability to dish out and take damage.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Runes: The runemaster's rune scribing level is equal to his class level. The runemaster's number of runes per day does not increase after 20th level.

Rune Mastery (Ex): The epic runemaster gains rune mastery every 10 levels higher than 20th (30th, 40th, and so on).

Rune Sense (Ex): The epic runemaster's rune sense bonus increases by +1 every 3 levels higher than 19th (+7 at 22nd, +8 at 25th, and so on).

Bonus Feats: The epic runemaster gains a bonus feat (selected from the list of epic runemaster bonus feats) every 4 levels higher than 20th (24th, 28th, and so on).

Epic Runemaster Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Bash‡‡, Dire Charge, Improved Whirlwind Attack, Legendary Wrestler, Moving Whirlwind Attack‡‡, Overwhelming Critical, Penetrate Damage Reduction, Spell Stowaway (applies to a single rune of your choice) and Tenacious Magic (applies to a single rune of your choice).

Table 1–2: The Epic Runemaster

Runemaster Level	Special
21st	—
22nd	Runesense +7
23rd	—
24th	Bonus feat
25th	Runesense +8
26th	—
27th	—
28th	Runesense +9, bonus feat
29th	—
30th	Runemastery

Epic Scout

The epic scout does not just master the wilderness—he controls it. To enter his territory unbidden is to invite swift death from an unseen bullet or scything trap. The epic scout can track down and destroy his enemies with unnerving ease; to hide from him is impossible.

As the epic scout excels at specialty offense and defense, increase these capabilities as you advance. Stealth can be important as well.

Almost all the abilities are useful to you. Strength and Constitution improve your fighting prowess, and Dexterity is especially important if you wield ranged weapons. Intelligence provides more skills, while Wisdom improves your healing ability and your chances to detect your foes. Feel free to ignore Charisma.

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

***Commune with Nature* (Sp):** The epic scout uses this ability as a divine caster equal to his class level, as normal.

***Find the Path* (Sp):** The epic scout uses this ability as a divine caster equal to his class level, as normal.

***Locate Creature* (Sp):** The epic scout uses this ability as a divine caster equal to his class level, as normal.

***Locate Object* (Sp):** The epic scout uses this ability as a divine caster equal to his class level, as normal.

Trap Sense (Ex): The epic scout's trap sense bonus increases by +1 every third level above 20th (+7 at 23rd, +8 at 26th, and so on).

Table 1–3: The Epic Scout

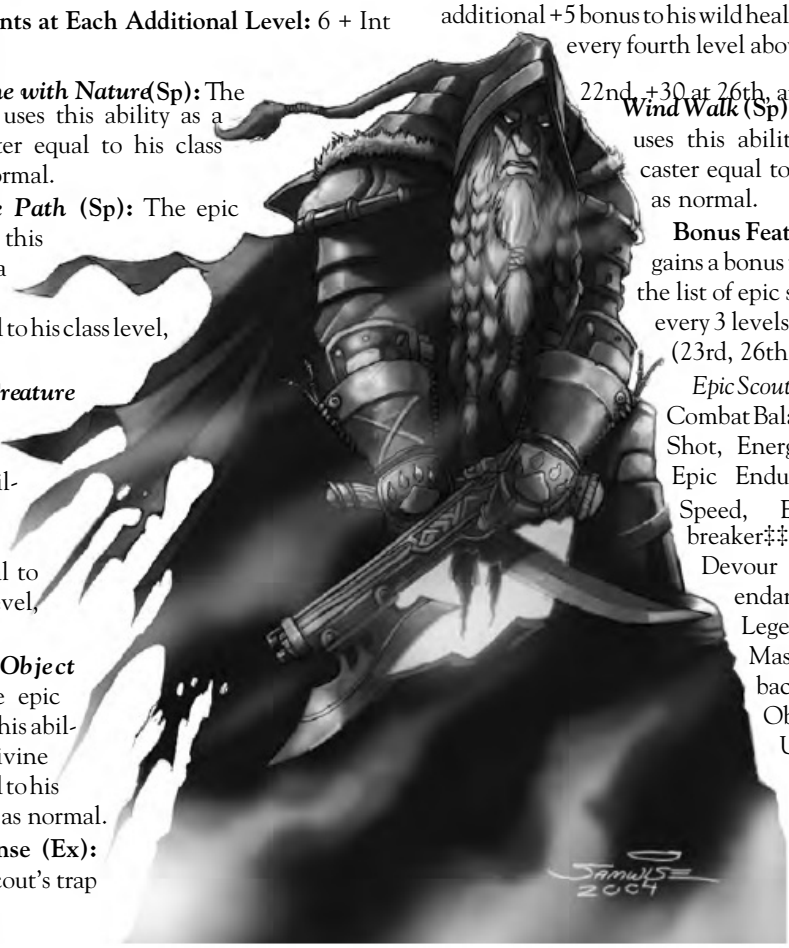
Scout Level	Special
21st	—
22nd	Wild healing +25
23rd	Trap sense +7, bonus feat
24th	—
25th	—
26th	Trap sense +8, wild healing +30, bonus feat
27th	—
28th	—
29th	Trap sense +9, bonus feat
30th	Wild healing +35

Wild Healing (Ex): The epic scout gains an additional +5 bonus to his wild healing Heal checks every fourth level above 18th (+25 at 22nd, +30 at 26th, and so on).

***Wind Walk* (Sp):** The epic scout uses this ability as a divine caster equal to his class level, as normal.

Bonus Feats: The epic scout gains a bonus feat (selected from the list of epic scout bonus feats) every 3 levels higher than 20th (23rd, 26th, and so on).

Epic Scout Bonus Feat List: Combat Balance‡‡, Distant Shot, Energy Resistance, Epic Endurance, Epic Speed, Epic Spellbreaker‡‡ Improved Devour Magic‡‡, Legendary Climber, Legendary Tracker, Massive Feedback‡‡, Spell Obliterator‡‡, Uncanny Accuracy and Unshakable Pursuit‡‡.



Epic Tinker

Capable of building anything from peashooters to dreadnoughts, the epic tinker's craft spans the border between science and the fantastic. He has mastered innumerable disciplines and can create weapons of mass destruction from phlogiston, dead leaves and earwigs. Despite his eminence, he constantly drives himself to ever-greater exploits.

Continue to improve your technological prowess. Boost your Craft (technological device) and Use Technological Device skills, as well as any other Craft and Knowledge skills you find useful. Defensive feats can keep you alive while you aim your Koala-zooka.

Intelligence continues to be the most important ability for you, though Dexterity is occasionally worth a boost.

Hit Die: d4.

Skill Points at Each Additional Level: 6 + Int modifier.

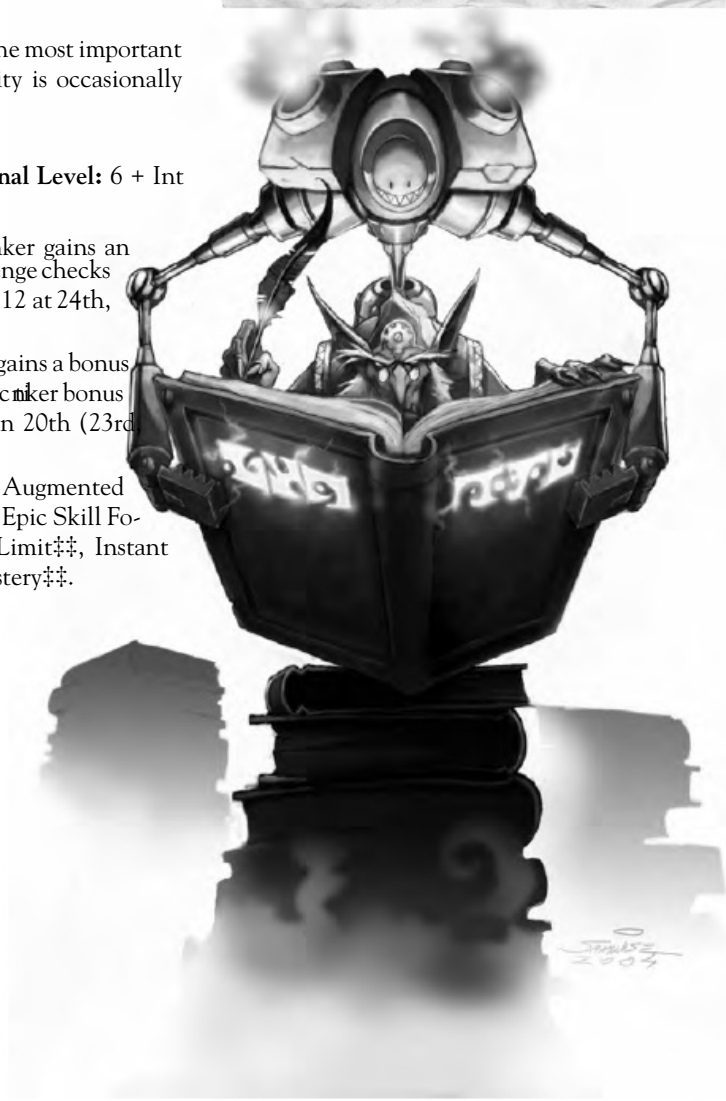
Scavenge (Ex): The epic tinker gains an additional +2 bonus on his scavenge checks every fourth level above 20th (+12 at 24th, +14 at 28th, and so on).

Bonus Feats: The epic tinker gains a bonus feat (selected from the list of epic tinker bonus feats) every 3 levels higher than 20th (23rd, 26th, and so on).

Epic Tinker Bonus Feat List: Augmented Alchemy, Blast Weak Point‡‡, Epic Skill Focus, Improved Technological Limit‡‡, Instant Craft‡‡ and Technological Mastery‡‡.

Table 1–4: The Epic Tinker

Tinker Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	Scavenge +12
25th	—
26th	Bonus feat
27th	—
28th	Scavenge +14
29th	Bonus feat
30th	—



Epic Prestige Classes

This section includes rules for advancing six particularly appropriate prestige classes — druid of the wild*, elven ranger*, marksman†, necromancer†, paladin warrior*, and priest* — to epic levels.

Epic Druid of the Wild

The epic druid of the wild shapes and alters nature. He wields its most terrifying aspects and takes the forms of its mightiest creatures. To witness him in combat is to suffer the fury of a raging hurricane, while to observe him in meditation is to feel the serenity of rustling grasses.

You must divide your attentions between combat ability and magical prowess. Both are useful, so follow your natural instincts.

Wisdom is by far your most important ability, but Strength, Constitution and even Dexterity can use occasional increases.

Hit Die: d8.

Table 1–5: The Epic Druid of the Wild

Druid of the Wild Level	Special
11th	Wild shape 6/day
12th	—
13th	Wild shape 7/day, bonus feat
14th	—
15th	Wild shape 8/day
16th	Bonus feat
17th	Wild shape 9/day
18th	—
19th	Wild shape 10/day, bonus feat
20th	—

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The druid of the wild's caster level is equal to his class level plus his level in the one other divine spellcasting class he chose upon gaining his first level in this class. The druid of the wild's number of spells per day does not increase after 10th level.

Wild Shape (Su): The druid of the wild may use this ability one additional time per day every second level beyond 9th (6/day at 11th, 7/day at 13th, and so on). The druid of the wild can retain his animal form for up to 1 hour per class level, as normal.

Bonus Feats: The epic druid of the wild gains a bonus feat (selected from the list of epic druid of the wild bonus feats) every 3 levels higher than 10th (13th, 16th, and so on).

Epic Druid of the Wild Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Penetration, Epic Summoning‡‡, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Myriad Wild Shape‡‡, Permanent Epic Emanation, Spell Opportunity, Spontaneous Spell and Tenacious Magic.

Epic Elven Ranger

Stalking the wilderness is the epic elven ranger, a silent, lethal champion of nature. She can bring down her foes with a single arrow from miles away, and her enemies flee from her name. Those creatures she most hates shiver in their dens at night, sure they see her crouching at the edge of their consciousness.

Combat, particularly ranged combat, is your forte, so increase you abilities in this arena. Defensive improvements keep you alive to snipe another day.

Dexterity is your most important ability, while occasional Wisdom boosts improve your spellcasting and allow you to track, spot and hear your foes better.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The elven ranger's caster level is equal to her class level. The elven ranger's number of spells per day does not increase after 10th level.

Extended Range (Ex): The elven ranger adds +10 feet to the range increment of any bow or crossbow she uses at each level above 10th (110 feet at 11th, 120 feet at 12th, and so on).

Favored Enemy (Ex): The elven ranger gains a new favored enemy at every second level above 9th (6 at 11th, 7 at 13th, and so on). In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2, as normal.

Bonus Feats: The epic elven ranger gains a bonus feat (selected from the list of epic elven ranger bonus feats) every 4 levels higher than 10th (14th, 18th, and so on).

Epic Elven Ranger Bonus Feat List: Bane of Enemies, Blinding Speed, Combat Balance‡‡, Death of Enemies, Devastating Critical, Distant Shot, Epic Prowess, Epic Speed, Epic Spellcasting, Epic Weapon Focus (any bow other than a crossbow), Improved Favored Enemy, Improved Low-Light Vision, Improved Manyshot, Legendary Climber, Legendary Tracker, Overwhelming Critical, Penetrate Damage Reduction, Swarm of Arrows and Uncanny Accuracy.

Table 1–6: The Epic Elven Ranger

Elven Ranger Level	Special
11th	6th favored enemy, extended range
12th	Extended range
13th	7th favored enemy, extended range
14th	Bonus feat, extended range
15th	8th favored enemy, extended range
16th	Extended range
17th	9th favored enemy, extended range
18th	Bonus feat, extended range
19th	10th favored enemy, extended range
20th	Extended range

Epic Marksman

The epic marksman is an ultimate master of firearms. He can shoot off an apple's stem at 3,000 paces, fire rifle shots in rapid staccato, and perform selective surgery at range. Those who anger him drop dead in the streets.

Ranged combat with firearms is your specialty, so keep improving it. Increases to speed and mobility can help you avoid melee so you can do what you do best.

Grant your ability increases to Dexterity. If you are determined to put an ability increase elsewhere, soak your face in ice water until you feel better.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Sharpshooter (Ex): The marksman gains an additional +1 on his ranged attack rolls every third level above 9th (+4 at 12th, +5 at 15th, and so on).

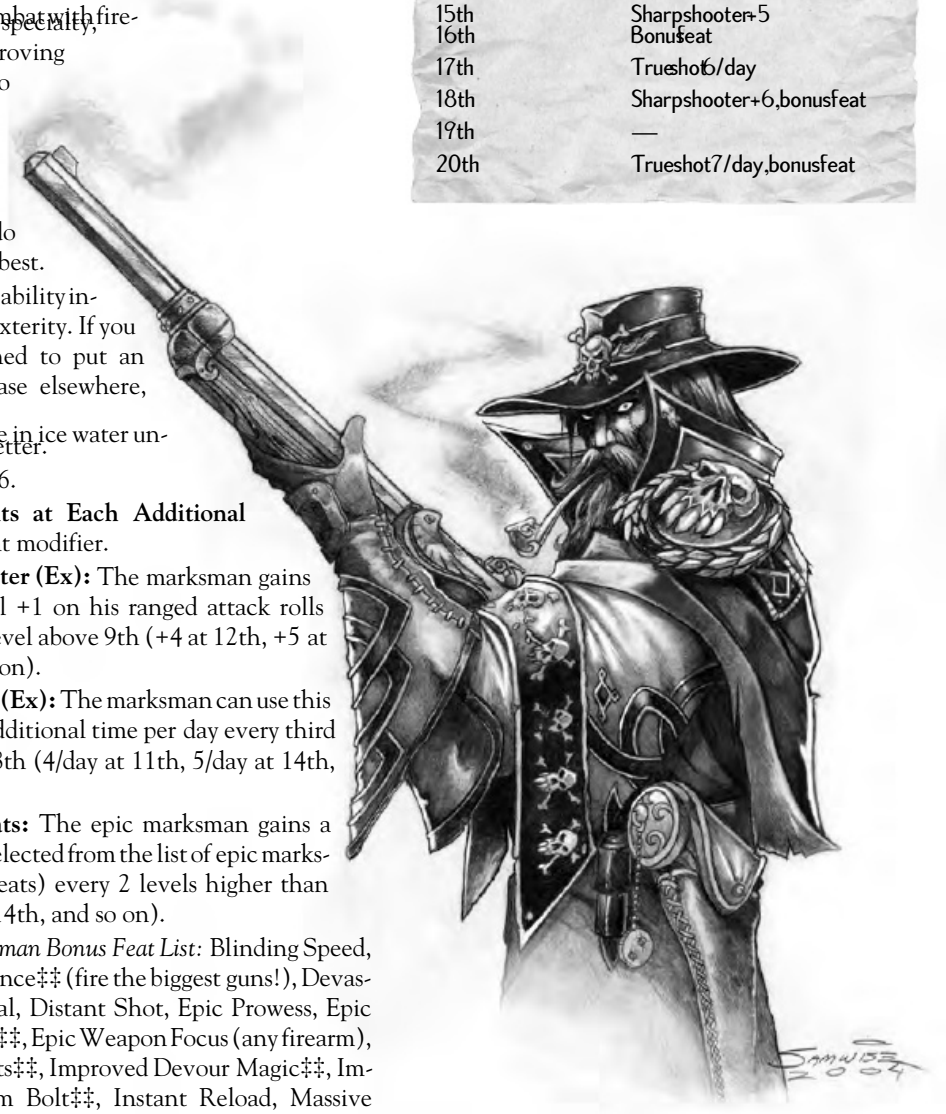
True Shot (Ex): The marksman can use this ability one additional time per day every third level above 8th (4/day at 11th, 5/day at 14th, and so on).

Bonus Feats: The epic marksman gains a bonus feat (selected from the list of epic marksman bonus feats) every 2 levels higher than 10th (12th, 14th, and so on).

Epic Marksman Bonus Feat List: Blinding Speed, Combat Balance‡‡ (fire the biggest guns!), Devastating Critical, Distant Shot, Epic Prowess, Epic Spellbreaker‡‡, Epic Weapon Focus (any firearm), Hail of Bullets‡‡, Improved Devour Magic‡‡, Improved Storm Bolt‡‡, Instant Reload, Massive Feedback‡‡, Overwhelming Critical, Penetrate Damage Reduction, Spell Obliterator‡‡ and Uncanny Accuracy.

Table 1–7: The Epic Marksman

Marksman Level	Special
11th	Trueshot 4/day
12th	Sharpshooter +4, bonus feat
13th	—
14th	Trueshot 5/day, bonus feat
15th	Sharpshooter +5
16th	Bonus feat
17th	Trueshot 6/day
18th	Sharpshooter +6, bonus feat
19th	—
20th	Trueshot 7/day, bonus feat



Epic Necromancer

The epic necromancer is a dark champion of the dead and vile bane of the living. His undead creations terrorize the land while he ravages his opposition with twisted magic. The living fear his name and the dead flock to it.

The epic necromancer lives and dies by his spellcasting powers and his ability to command, create, summon and control undead. Improve these abilities even further, making sure your minions can defend you.

Use most of your ability increases on your primary spellcasting ability — Intelligence or Charisma. Dexterity and Constitution are good second choices.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The necromancer's caster level is equal to his class level plus his level in the one other arcane spellcasting class he chose upon gaining his first level in this class. The necromancer's number of spells per day does not increase after 10th level.

***Animate Dead* (Sp):** The necromancer may use this ability a number of times per day equal to his necromancer levels divided by 2, as normal.

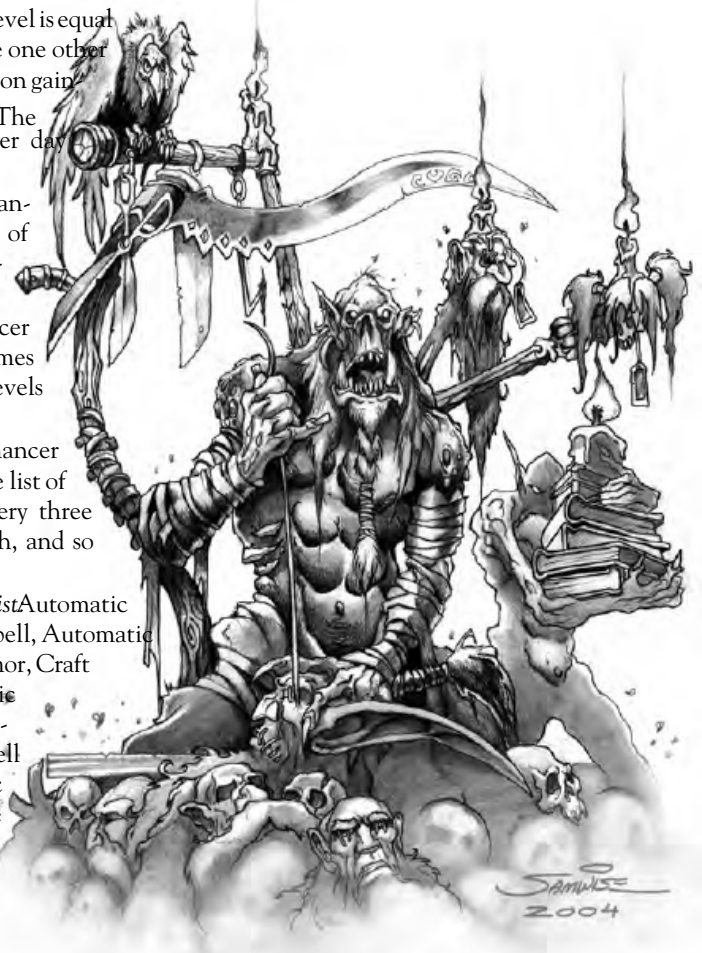
***Death Pact* (Sp):** The necromancer may use this ability a number of times per day equal to his necromancer levels divided by 3, as normal.

Bonus Feats: The epic necromancer gains a bonus feat (selected from the list of epic necromancer bonus feats) every three levels higher than 10th (13th, 16th, and so on).

Epic Necromancer Bonus Feat List Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Epic Counterspell‡‡, Epic Spell Focus, Epic Spell Penetration, Epic Summoning‡‡, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spontaneous Spell and Tenacious Magic

Table 1–8: The Epic Necromancer

Necromancer Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	—
16th	Bonus feat
17th	—
18th	—
19th	Bonus feat
20th	—



Epic Paladin Warrior

The epic paladin warrior shines as a burning fire, a living embodiment of the Holy Light, banishing the shadows of demonic and undead corruption. He stands as a legendary symbol among the good races and champions his party's holy cause. Demons and liches loathe and plot against him, while the Alliance leaders shower him with laurels and praise.

Focus on increasing your epic paladin warrior's offensive and defensive capabilities. Commander feats† are also appropriate. Do not neglect the fact that you are a living monument of righteousness; your reputation often precedes you, and rare is the individual who will not offer aid based solely on your cause and power.

Spend your ability score increases primarily on Charisma, with a few boosts to Strength and Constitution to improve your combat potential.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic paladin warrior's caster level is equal to his class level. The paladin warrior's number of spells per day does not increase after 10th level.

Lay on Hands (Su): Each day the paladin warrior can cure a total number of hit points equal to his Charisma bonus (if any) times his class level, as normal.

Smite Undead and Outsiders (Su): The paladin warrior adds his class level to damage with any smite attack, as normal. He can smite one additional time per day every third level higher than 9th (4/day at 12th, 5/day at 15th, and so on).

Turn Undead (Su): The paladin warrior turns undead as a *Player's Handbook* cleric of his class level, as normal.

Bonus Feats: The epic paladin warrior gains a bonus feat (selected from the list of epic paladin warrior bonus feats) every 3 levels higher than 10th (13th, 16th, and so on).

Epic Paladin Warrior Bonus Feat List: Armor Skin, Combat Balance‡‡, Dire Bash‡‡, Epic Leadership, Epic Prowess, Epic Weapon Focus, Excellent Command‡‡, Expanded Command‡‡, Devastating Critical, Great Smiting, Improved Aura of Courage, Improved Whirlwind Attack, Legendary Commander, Overwhelming Critical, Penetrate Damage Reduction, Perfect Health, Positive Energy Aura, Self Command‡‡, Spectral Strike, Spellcasting Harrier and Widen Aura of Courage.

Table 1–9: The Epic Paladin Warrior

Paladin Warrior Level	Special
11th	—
12th	Smite undead/outsider 4/day
13th	Bonus feat
14th	—
15th	Smite undead/outsider 5/day
16th	Bonus feat
17th	—
18th	Smite undead/outsider 6/day
19th	Bonus feat
20th	—

Epic Priest

The epic priest is a paragon of his ideals, a vessel in which his faith pools and spreads like wine overflowing from a chalice. He bolsters his allies to amazing heights and brings non-believers low with divine wrath. Where he walks, all feel his presence.

Focus on increasing your priest's spellcasting potential. Like the healer, remember that metamagic feats can make even low-level spells potent.

Wisdom is, of course, your paramount ability. If you must improve a different score, Constitution can improve your staying power and Charisma increases your turning capability.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The priest's caster level is equal to his class level plus his level in the one other divine spellcasting class he chose upon gaining his first level in this class. The priest's number of spells per day does not increase after 10th level.

Divine Defense (Su): The priest's divine defense bonus increases by 1 every third level above 10th (+5 at 13th, +6 at 16th, and so on).

Table 1–10: The Epic Priest

Priest Level	Special
11th	—
12th	—
13th	Divine defense +5, bonus feat
14th	—
15th	—
16th	Divine defense +6, bonus feat
17th	—
18th	—
19th	Divine defense +7, bonus feat
20th	—

Turn Undead (Su): The priest turns undead as a *Player's Handbook* cleric of his divine spellcaster levels + class level + paladin warrior levels (if any), as normal.

Bonus Feats: The epic priest gains a bonus feat (selected from the list of epic priest bonus feats) every 3 levels higher than 10th (13th, 16th, and so on).

Epic Priest Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Counterspell‡‡, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Planar Turning, Positive Energy Aura, Scribe Epic Scroll, Spectral Strike, Spell Opportunity, Spontaneous Spell and Tenacious Magic.

New Epic Feats

Below is a new set of epic feats that are especially suited to **Warcraft** campaigns. All the feats below are epic in nature and follow all the rules for epic feats.

A Note About Feats and Technology: Many of the epic feats presented in the *Epic Level Handbook* can apply to firearms and other technological aspects of the **Warcraft** world. In particular, the Instant Reload feat applies to firearms as well as crossbows (and you may use Lightning Reload* in place of Rapid Reload as a prerequisite).

Battle Dance [Epic]

Your speed and precision in melee combat are unmatched.

Prerequisites: Str 17, Dex 21, Expertise, Weapon Finesse.

Benefit: You add half your Dexterity modifier to damage when you make a melee attack.

Big Smash [Epic]

You can pool all your strength into one massive blow.

Prerequisites: Str 23, Bash*, Dire Bash‡‡, Power Attack, base attack bonus +11.

Benefit: As a full-round action, you can give up all your normal attacks to make a single melee attack at your highest base attack bonus against any one opponent. If you hit, you automatically score a critical hit; and the opponent must make a Fortitude save (DC = damage dealt) or die instantly. You can use this feat a number of times per day equal to your Strength modifier.

Blast Weak Point [Epic]

Your siege attacks demolish structures with ease.

Prerequisites: Int 17, Exotic Weapon Proficiency (siege weapons)†, Find Weak Point†, Weaken Structure†, base attack bonus +6.

Benefit: When firing a siege weapon, you ignore the target's hardness. Every point of damage you deal permanently reduces the target's hardness by 1.

The benefits of this feat do not stack with those of Find Weak Point† or Weaken Structure†.

Combat Balance [Epic]

You wield the heaviest weapons as if they were weightless.

Prerequisites: Str 19, Dex 17, Int 15, base attack bonus +12.

Benefit: You treat all weapons as if they were one category smaller and you do not suffer size-based non-proficiency penalties. For example, a human with this feat could wield a longsword as a light weapon, a greatsword as a one-handed weapon, or a Large greatsword as a two-handed weapon.

Dire Bash [Epic]

Your blows damage opponents and leave them reeling.

Prerequisites: Str 21, Bash*, Power Attack, base attack bonus +12.

Benefit: As Bash*, except your opponent also takes damage from your attack (whether or not he makes his Fortitude save). Also, you can use a slashing or piercing weapon to make a bash attempt, but you take a –4 penalty on your attack roll when doing so.

Normal: Bashes can only stun opponents; they do not deal damage.

Disciple of the Totem [Epic]

You are immersed in tauren spiritual traditions, and your ancestors' spirits empower you.

Prerequisites: Wis 19, Follower of the Totem*, orc or tauren.

Benefit: Once per day, as a free action, you may gain a +10 sacred bonus to one ability and a +2 sacred bonus to all other abilities. These bonuses last for 1d6 x 10 rounds.

The benefit provided by this feat replaces that provided by Follower of the Totem*.

Epic Counterspell [Epic]

You are preternaturally adept at countering your opponent's spells.

Prerequisites: Improved Counterspell, Spellcraft 20 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: When counterspelling, you may use any spell that is one or more spell levels higher than the target spell. In addition, when countering an opponent's spell, you may make a caster level check (DC = 16 + the opponent's caster level). If you succeed, you do not need to expend a spell or spell slot to counter the spell. (You still must have an appropriate spell or spell slot available to make the attempt.)

Epic Spellbreaker [Epic]

Your strikes easily blast the most powerful spells from your opponents' minds.

Prerequisites: Spellbreaker†, base attack bonus +14.

Benefit: As Spellbreaker†, except you can make a spellbreak attempt as a standard action. If the attempt deals any damage to the opponent, he loses his highest-level prepared spell or unused spell slot. In addition, any feats you have with the prerequisite "unable to cast arcane or divine spells" or "inability to cast arcane or divine spells" no longer have those prerequisites. (For example, you do not lose access to your Spellbreaker† feat if you gain a level in the wizard class.)

Epic Summoning [Epic]

Your summoned creatures are incredibly tough and powerful.

Prerequisites: Augment Summoning, Spell Focus (conjuration), ability to cast at least one 9th-level conjuration spell.

Benefit: Each creature you conjure with any *summon* spell gains a +12 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Epic Warblade [Epic]

Your warblade possesses unrivaled might.

Prerequisite: Improved warblade class feature.

Benefit: Your warblade gains an additional +3 enhancement bonus and one special quality selected from the following list: *anarchic*, *flaming burst*, *icy burst*, *heroic*††, *lifestealing*††, *mana burn*††, *maximized*††, *severity*††, *shocking burst*, *speed* or *wounding*. This quality cannot be changed once it is selected.

Special: You can take this feat more than once, but you can add only another special quality (not a further +3 enhancement bonus).

Excellent Command [Commander] [Epic]

You inspire your allies to amazing capabilities.

Prerequisites: At least three other commander feats†.

Benefit: All allies within 5 feet gain a +2 morale bonus to any one ability score. You select the default ability when you take this feat, though you can change it as a free action. All allies gain the bonus to the same ability score. For example, in combat you could give all allies within 5 feet a +2 morale bonus to Strength. On your turn, you can change the bonus to affect any other ability, perhaps giving your allies a +2 bonus to Wisdom instead.

This ability is always in effect.

Expanded Command [Epic]

You can command a great number of allies.

Prerequisites: Cha 15, at least three commander feats†.

Benefit: Your commander feats affect a radius 10 times as large as normal. (For example, a commander feat that normally affects all allies within 10 feet now affects all allies within 100 feet.)

Expanded Weapon Focus [Epic]

Your mastery of a few weapons extends to all weapons.

Prerequisites: Greater Weapon Focus (any two exotic or martial weapons), Greater Weapon Specialization (any two exotic or martial weapons), Weapon Focus (any two exotic or martial weapons), Weapon Mastery‡‡, Weapon Specialization (any two exotic or martial weapons), fighter level 16th.

Benefit: Your Weapon Focus, Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization feats apply to all weapons.

Hail of Bullets [Epic]

Your arms become a blur as you feed ammunition into your firearm, blasting all nearby opponents.

Prerequisites: Dex 23, Exotic Weapon Proficiency (firearms), Instant Reload, Lightning Reload*, Point Blank Shot, Weapon Focus (type of firearm used).

Benefit: As a full-round action, you may fire a single bullet (or similar piece of ammunition) at your full base attack bonus at each opponent within 30 feet.

Improved Arcane Ability [Epic]

Your arcane ability improves.

Prerequisites: Cha 13, *arcane ability* racial feature.

Benefit: Select three 1st-level spells, two 2nd-level spells, and one 3rd-level spell that appear on the sorcerer/wizard spell list. You can cast three 1st-level spells, two 2nd-level spells, and one 3rd-level spell per day as a 6th-level sorcerer. You can cast the spells in any combination and are subject to all the rules for arcane spell failure. You cast your four 0-level spells (provided by *arcane ability*) as a 6th-level sorcerer as well.

This spellcasting ability is handled separately from any spellcasting you perform as part of any class ability.

Improved Awesome Blow [Epic]

You can strike rapid awesome blows.

Prerequisites: Str 31, Awesome Blow (see MM), Improved Bull Rush, Power Attack, size Large or larger.

Benefit: You can perform an awesome blow as a melee attack (allowing it to be used during a full attack or attack of opportunity). You still take a –4 penalty on your attack rolls when attempting an awesome blow. In addition, if successful, your opponent travels 10 feet for each size category he is smaller than you. (For example, if you are Huge and you perform an awesome blow against a Small opponent, you knock him back 30 feet.)

Improved Bone Scythe [Epic]

Your bone scythe is a truly epic weapon.

Prerequisite: Bone scythe with a +4 enhancement bonus.

Benefit: Your bone scythe becomes a +6 weapon and gains the *speed* special quality.

Improved Devour Magic [Epic]

You feast upon the power of spells you dispel, growing strong on their energy.

Prerequisites: Devour Magic†, ability to cast *greater dispel magic* (or use *greater dispel magic* as a spell-like ability) as a 20th-level caster.

Benefit: Whenever you successfully dispel a spell with *dispel magic* or *greater dispel magic*, you gain 2d8 temporary hit points per spell level of the dispelled spell and a +2 enhancement bonus to one ability of your choice. These hit points and the enhancement bonus last for 1 hour. The benefits of this feat do not stack with those provided by Devour Magic. Also, enhancement bonuses from repeated uses of this feat do not stack (and thus should be applied to other abilities).

Special: This feat does not work in conjunction with *dispel magic* or *greater dispel magic* cast from items such as scrolls or wands (even if cast with the Master Staff and Master Wand feats; see the *Epic Level Handbook*) — only those that you use yourself.

Improved Favored Terrain [Epic]

You are extremely adept within your favored terrain.

Prerequisite: Five favored terrain types.

Benefit: Your circumstance bonuses to Hide, Knowledge (nature), Listen, Move Silently, Spot and Survival checks relating to all your favored terrain types improve by +1.

Improved Stone Flesh [Epic]

You can use your stone flesh ability more often.

Prerequisite: *Stone flesh* ability.

Benefit: You can use your *stone flesh* ability a number of times per day equal to your Constitution modifier (minimum 1/day).

Normal: You can use your *stone flesh* ability only once per day.

Improved Storm Bolt [Epic]

You can throw storm bolts powerfully and rapidly.

Prerequisites: Str 19, Bash*, Power Attack, Storm Bolt*, base attack bonus +12.

Benefit: As Storm Bolt*, but you can attempt to stun with a melee attack (allowing the feat to be used during a full attack or attack of opportunity), and the attack deals lethal damage. Also, you can use Storm Bolt* with a piercing or slashing weapon, but you take a –4 penalty on your attack roll when doing so. You can use Improved Storm Bolt a number of times per day equal to your character level.

Improved Technological Limit [Technology] [Epic]

You can craft technological devices far beyond mortal ken.

Prerequisites: Build Firearms*, Build Siege Weapons*, Build Small Devices*, Build Vehicles*, Consummate Machinist††, Craft (technological device) 20 ranks.

Benefit: Your Technological Limit increases by +5.

Special: You can take this feat more than once. Its effects stack.

Inherent Spell [Epic]

You can use one of your spells as a spell-like ability.

Prerequisite: Spellcraft 25 ranks.

Benefit: Choose any spell you can cast. You can use that spell as a spell-like ability once per day. If the spell has a costly material component you do not have to supply it, though if it has an XP cost you must pay it as normal. You cannot choose a spell altered by a metamagic feat.

Special: You can take this feat more than once. Each time you do, you can use the spell as a spell-like ability one additional time per day; or you can choose a new spell that you can use as a spell-like ability once per day.

Instant Craft [Epic]

You can craft items at incredible speeds, at no loss of quality.

Prerequisites: Swift Craft‡, Craft (any) 20 ranks.

Benefit: Whenever you craft an item, divide the item's creation time by 20. If multiple characters are working on a single item, the time is reduced in this manner if you are in charge (i.e., you have the highest Craft skill and the others are assisting you). This feat does not affect other factors, such as cost and difficulty.

This feat overlaps (does not stack with) the benefit provided by Swift Craft‡.

Massive Feedback [Epic]

You convert destroyed spells into raw magic energy that tears your opponents apart.

Prerequisites: Feedback†, Spellbreaker†, base attack bonus +12, inability to cast arcane or divine spells.

Benefit: When you destroy an enemy's spell or spell slot with a spellbreak attempt (as granted by the Spellbreaker† or Epic Spellbreaker‡‡ feat), the spell is converted into raw magic energy that damages the opponent. The opponent takes 2d8 points of damage per spell level destroyed and 1d4 points of temporary ability damage to her primary spellcasting ability (i.e., Intelligence for wizards, Wisdom for healers, and Charisma for sorcerers). This damage is in addition to the damage caused by your attack.

Spell resistance is ineffective against the damage and ability damage caused by this feat. The benefits of this feat overlap (do not stack with) those provided by Feedback†.

Moving Whirlwind Attack [Epic]

You spin through your enemies, striking all in your path.

Prerequisites: Dex 21, Int 17, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Whirlwind Attack, Tumble 8 ranks, base attack bonus +16.

Benefit: As a full attack, you can give up all your regular attacks and instead make one attack at your full base attack bonus against each opponent within reach, but with a –4 penalty on your attack rolls. In addition, you can move in a straight line up to 20 feet (or your movement speed, whichever is less). You strike all opponents who are within reach of the squares you pass through during this movement. Moving out of threatened areas provokes attacks of opportunity as normal, and you cannot use your Tumble skill during this movement. You cannot strike a single opponent more than once with Moving Whirlwind Attack.

Myriad Wild Shape [Epic]

You can take the form of several additional creatures.

Prerequisites: Ability to wild shape into a treant.

Benefit: You can use your wild shape ability to take the form of an ancient (or corrupted ancient, if you are evil), chimaera or lightning lizard. (For descriptions of these creatures, see **Warcraft: Manual of Monsters,** Chapter One: Creatures of Azeroth.)

Ricochet Storm [Epic]

You can bounce thrown weapons across any number of targets.

Prerequisites: Dex 17, Ricochet Shot†, Ricochet Whirlwind†, Trick Shot*, base attack bonus +12.

Benefit: As Ricochet Whirlwind, but the number of times you can ricochet a thrown projectile is unlimited. The ricochet attacks end when you miss a target (or slay all targets).

Self Command [Epic]

You are such a convincing leader that you inspire even yourself.

Prerequisites: Cha 15, at least three commander feats†

Benefit: Your commander feats affect yourself as well as your allies.

Normal: Commander feats affect only allies, not yo

Spell Obliterator [Epic]

You have immense power over spells.

Prerequisites: Cha 17, Iron Will, Spellbreaker†, Spell Crusher‡, Spell Eliminator‡ (twice), base attack bonus +12, inability to cast arcane or divine spells.

Benefit: You can use *greater dispel magic* as a sorcerer equal to your character level at will as a spell-like ability.

Technological Mastery [Technology] [Epic]

Technological devices almost never malfunction in your hands.

Prerequisites: Avoid Technological Mishap††, Skill Focus (Use Technological Device*), Use Technological Device* 20 ranks.

Benefit: When using a technological device with a Malfunction Rating greater than 0, you treat it as if it had a Malfunction Rating of 1.

Two-Weapon Whirlwind Attack [Epic]

You use both your weapons to strike all nearby opponents in a spectacular spinning attack.

Prerequisites: Dex 25, Int 17, Combat Expertise, Dodge, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Mobility, Perfect Two-Weapon Fighting, Spring Attack, Two-Weapon Fighting, Whirlwind Attack, base attack bonus +16.

Benefit: While wielding two weapons and making a full attack, you can give up all your normal attacks and instead make one attack with each weapon against each opponent within reach. Attacks with your primary weapon are at your full base attack bonus, and those with your off-hand are at your full base attack bonus –5.

Unshakable Pursuit [Epic]

You can use your scout spell-like abilities more often.

Prerequisites: Ability to use *commune with nature*, *find the path*, *locate creature*, *locate object* and *wind walk* as spell-like abilities.

Benefit: You can use your *commune with nature*, *find the path*, *locate creature*, *locate object* and *wind walk* spell-like abilities each 1 additional time per day.

Unstoppable [Epic]

Foes have a very difficult time killing you.

Prerequisites: Con 25, Diehard, Toughness.

Benefit: You cannot die by taking massive damage. You receive a +10 bonus on all saving throws to resist sudden death (such as from a coup de grace or magic death effect.) You do not die when reduced to –10 hit points; instead, you survive until you reach hit points equal to –20 minus your Constitution modifier. You may act as if you were disabled (not dying) while you have negative hit points, as detailed in the Diehard feat description.

Weapon Mastery [Epic]

You are proficient with all weapons.

Prerequisites: Exotic Weapon Proficiency (any two weapons), base attack bonus +12.

Benefit: You are considered to be proficient with all weapons, including exotic weapons, improvised weapons and weapons that you have never seen before. You never suffer a non-proficiency penalty.

Normal: A character wielding a weapon with which he is not proficient suffers a –4 penalty on attack rolls.

Weaponspell Channel [Epic]

You can store spells within your weapons.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class (for example, 9th-level healer spells or 4th-level paladin warrior spells).

Benefit: You can store a single targeted spell of up to 3rd level in any weapon. (The spell must have a casting time of 1 standard action.) Any time you strike a creature with the weapon and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if you desire. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, you can cast any other targeted spell of up to 3rd level into it. You can store a spell in only one weapon at a time.

This ability does not stack with similar abilities, such as a weapon of *spell storing*. The spells you store within your weapon must be from a class in which you can cast spells of the maximum spell level.

Special: You can take this feat more than once. Each time you do, you can store spells of 3 levels higher in your weapon. For example, if you take this feat twice, you can store spells of up to 6th level in your weapon. If you take this feat three times, you can store spells of up to 9th level in your weapon.

New Feat

The following feat is not epic, and thus may be taken by non-epic characters as normal.

Ranged Spellbreaker

You can use ranged weapons to destroy your opponents' prepared spells.

Prerequisites: Dex 21, Improved Precise Shot, Point Blank Shot, Precise Shot, Spellbreaker†, base attack bonus +11, inability to cast arcane or divine spells.

Benefit: You can use a ranged weapon to make a spellbreak attempt (as provided by the Spellbreaker† feat). All the normal rules for spellbreak attempts apply

Akinos Steelclaw walked a paved pathway through the Valley of Heroes, squinting against the bright morning sun. In the lush, green valley, the orc could almost forget the desolate hills his people now called home, the blasted wastes they had traversed to get there, and the battles they had fought along the way. As he walked into the shadow of an enormous statue, his memories dragged him back to the infernals he had fought, the burning monsters that had taken so many of his sword-brothers....

A rattle of armor from behind shook Akinos from his reverie. His minders from the Stormwind City Guard, overheating in their polished steel. Though his blade was bound into its sheath as promised, Akinos pictured himself calling upon the art of the windwalker, slipping behind them, dealing the single strike needed... but he was a diplomat now. Still, if the humans would force him to be accompanied by these soft whelps, at least he might teach them a thing or two.

Turning to the statue, he peered at the strange human twistings inscribed into its base. "Khadgar," he read. "Keeper of the Eternal Watch at Nethergarde. His magic lit the way beyond the Dark Portal." Akinos turned to lean against the cool stone of the base and face the guards. "You call him 'hero'?"

The two pinkskins looked at each other, then the younger said, "The archwizard stranded himself on another world to protect us; if not for him, only sun and stone know what might have come back through." It was obviously a story he had been told many times, the words he heard as a child now spoken through his own foolish lips.

"So the kingdom knew peace, thanks to his sacrifice," said Akinos, his guess at the story's ending confirmed as the young man smiled... until the orc continued. "Of course, the enemy he protected you from returned to slaughter every living creature on Northrend, then release the plague upon your people." He looked up at the figure looming above him. "Strange that the wizard himself hasn't returned. Who else does this valley offer?"

"General Turalyon, Knight of the Silver Hand," said the guardsman, pointing toward another statue. "My uncle, Danath Dungalon, one of the greatest warriors this city has ever produced."

Yes, your uncle — one who not only helped destroy my home, but also imprisoned my people, thought Akinos the blademaster. Akinos the diplomat said, "Well, young Dungalion, you've proven that you humans love your own."

The older guard was finally roused. "I served beside the boy's uncle when we chased escaped prisoners of war, and his place here is well deserved. Served with fine warriors and heroes from other races in the Alliance, and they're here as well, like the elven ranger Alleria. Perhaps there will be statues of orcs as well, now that we're to be such close friends." The final words were squeezed through clenched teeth.

Akinos remembered the words of his master: when defender turns aggressor, use your own blade to put up a sharp defense. "I would welcome such a thing," he said. "My warchief Thrall belongs here, as does Grom Hellscream and the Alliance's own Jaina Proudmoore. Perhaps even tauren such as Cairne Bloodhoof. Heroes all."

"One of the bull-men?" snorted the guard. "You're lucky there's room for one race of beasts in this sacred place, let alone a second."

Akinos turned to Dungalion. "And were there room for only one statue? Who would it be?"

"Uther Lightbringer," said the young man. "Paladin of the Silver Hand and peacemaker, murdered by a traitorous prince."

"No, Cristof," argued the older guard, looking at Akinos. "It should be Lord Anduin Lothar. He reclaimed this land from those who conquered it."

Akinos' rubbery lips curled in a smile. "Then it's likely you won't approve of my own choice."

"Who would that be?" asked Dungalion.

Once again Akinos heard the voice of his master: when at last you have an opening, drive your blade home. Starting back toward to the city, he gestured the young guard to his side. "Cristof, let me tell you of the great Orgrim Doomhammer, warrior and warchief, the shadow no prison could hold." Behind him he heard the leather of the older man's gloves tighten as his fists clenched in irritation. If the Stormwind Council could be toyed with as easily, perhaps diplomat might be an enjoyable post after all....

CHAPTER TWO: LEGENDS

The world of Azeroth is rife with adventure. Even the smallest villages have their stories of monsters assailed, treasures discovered and battles won. Yet only a few adventurers in each generation rise to face the next level of challenge, to become true heroes. Of those heroes, fewer still survive their trials to become legends that will be remembered for all time. Decades, centuries, even millennia later, their names are still known: Malfurion Stormrage, Tyrande Whisperwind, Orgrim Doomhammer, Korialstrasz, Uther Lightbringer and the other characters in the following pages are beings of great renown and greater ability.

Legends and Your Campaign

As a **Warcraft RPG** campaign enters an epic level of play and its heroes undertake quests of incredible danger and import, their paths will inevitably cross with those already in the ranks of legend. The appearance of a legend should be an important moment in a campaign, signifying a major turn of events. No longer will heroes be adventurers free to follow their own whims — they have been caught up in the winds of history. When a legend appears, she can either be an ally to the heroes; or she may be the ultimate obstacle standing between destruction and victory. A legend may inspire heroes with the rewards he has won through experience and valor, but he will also demonstrate the responsibilities and dangers thrust upon those who climb to the peaks of power.

Allies and Obstacles

Bringing a legendary character into a campaign is a good way to evoke the stories that the heroes (and your players) may know from the events of the *Warcraft* computer games and novels. If they don't recall or are unaware of the legends, the appearance of a legendary character can help to inform them of crucial information on larger events. Either way, meeting a legend is an important touchstone that connects the heroes of the campaign to everything that is unique and important about the world of Azeroth. Thus, it may not be something that can wait until heroes have arrived at the level of epic play.

If legendary characters make an early appearance in a campaign, it's possible that heroes will not yet be ready to fight alongside them — or in the case of legendary villains, fight *against* them. Still, heroes might play a vital but distant role in events involving legendary characters. They can be dispatched to retrieve an artifact or person required by the legend. They might be sent to activate a mechanism in the depths of a dungeon complex that will open the way for a legend to confront heroes. During a war, heroes might be sent to defend a pass, portal, stronghold or other location vital to the success of a legend's mission. These missions remain a critical factor in the outcome of mythic events, but don't place heroes in the midst of conflicts they would likely not yet survive.

Only in rare situations will a legend not acknowledge that he needed assistance, so heroes who succeed in their missions will gain the thanks and trust of a legend, and a powerful new ally. Heroes might be asked to accompany the legend for a time as retainers — or, if the heroes have reached the level of epic play, as full-fledged adventuring companions. If their paths part, a legend may show his gratitude by providing information, magic or equipment that the heroes might otherwise be unable to acquire. However, even a legend who has taken his own path could return when the heroes most need him to provide assistance in kind.

Legendary villains will never forget those who have played a part in defeating their plans, so some heroes may attempt to keep their roles in those parts of an epic campaign as quiet as possible. Yet those villains who have risen to the level of legend will likely strive to ensure that a threat from the past will not be one in the future. They will employ any means at their disposal (hunters, scouts, minions, magic and technology) to identify and eliminate even the least of their enemies. Young and inexperienced heroes may find that they have inadvertently disrupted the plans of a legendary villain and set in motion a campaign of events that will take them all the way to epic play. It may be years before they finally encounter the legend, but they will always know that they haven't been forgotten; when on the crux of epic play they might prove their mettle by defeating a single legendary opponent as a group — then go on to become legends themselves.

Legendary Campaigns

Just as characters can undertake any sort of adventure once they themselves are legends undertaking epic quests, legendary characters can make an appearance in any sort of campaign:

Time of Legends

Though a legend's individual history and timelines such as those found in the **Warcraft RPG** and **Lands of Conflict** will give more detailed information on when and where in Azeroth's history they might be active, the legends in this chapter rose to prominence in the following eras:

- **Before the War of the Ancients:** Malfurion Stormrage, Tyrande Whisperwind.
- **After the creation of the Maelstrom until the First War:** Maiev Shadowsong, Medivh.
- **The First War:** Orgrim Doomhammer, Gul'dan, Grom Hellscream, Sir Anduin Lothar, Uther Lightbringer.
- **The Second War:** Muradin Bronzebeard, Khadgar, Korialstrasz, Rhonin, Alleria Windrunner.
- **The Third War:** Cairne Bloodhoof, Jaina Proudmoore, Thrall.

- **Era-Based: Lands of Conflict** explains how **Warcraft** campaigns can be set in several different eras (see Chapter One: History & Culture, "Lands of the Past"). Though a few legends such as Malfurion Stormrage have lived for millennia, many lived and died during specific periods of Azeroth's history. Heroes might most readily encounter these legends if their adventures occur during the legends' lifetimes; but as has been proven many times, death may be only apparent when it comes to a legend. Even when many believed him long dead, the legendary wizard Medivh returned to bring together the Alliance, Horde and Kaldorei in order to defeat the return of the Burning Legion in the Third War. These echoes of the past can come at any time, allowing heroes to encounter the impossible.

- **Faction-Based:** In the world of Azeroth, the most obvious way for the heroes to encounter legendary characters is through their affiliations. Legendary characters still lead both the Alliance and Horde, and many more are counted among their ranks. Conversely, other legendary characters oppose both factions. If heroes have aligned themselves with either group, they may find themselves directly serving legendary characters. This might occur when the legendary character sends them on missions or when the heroes are assigned to a legendary character's army. Lower-level heroes may only see the legend occasionally, while those in epic play might directly serve the legend as personal troops or even bodyguards.

- **Locale-Based:** The adventures of legendary characters take them across the known world, beyond its edge and sometimes even to different worlds entirely. Heroes might encounter legendary characters in any place, and an adventure might center on what brings the legend to the same place as the heroes. Many legendary characters also have strong ties to specific locations, such as dwarven legends' connections to their holdfasts in Khaz Modan, or a night elf legend who makes regular visits to the nearest world tree. Journeys to these locations might lead heroes to encounter a legend, such as an adventure in the Plaguelands where heroes encounter a legend still trying to reclaim Lordaeron from the Scourge.

- **Diplomacy:** Many legends on Azeroth rise to the level where they can see the intricate web of affiliations and alliances that can be subtly tugged to keep Azeroth stable — or to send it unraveling into the chaos of war. Rarely, though, are these manipulations done directly; legends need envoys they can trust, such as the diplomacy campaign's heroes, to carry out complex and subtle missions.

- **Dungeoneering:** The secrets of the past lie buried deep beneath the surface — and so do many legendary characters. Illidan Stormrage was chained in a cavern for thousands of years, and it remains to be seen if Queen Azshara might still be found among the naga and the underwater remains of Suramar. Heroes who go in search of lost artifacts in ancient ruins might discover a lost legend instead.

- **Espionage:** If heroes are in the possession of important information, they may be contacted by legends who understand the value of that information. Alternately, heroes may be sent by legends to collect intelligence on nearby enemies or distant mysteries. Finally, one of the many enemies of a legend might pay heroes to spy on that legend — a dangerous but potentially lucrative assignment. For many years, Orgrim Doomhammer journeyed across Lordaeron gathering information on the imprisoned clans, and he may have paid heroes to go and gather information where an orc — even a disguised orc — could not.

• **Exploration:** Legends are born in the blank spots on a map. Legendary characters may lead heroes on an expedition into unknown territory, or they may go on their own and disappear, requiring heroes to go in search of them. Heroes might venture into unknown territory seeking something such as titan artifacts or lost ruins and come into conflict with a legend who shares their goals.

• **Horror:** Legendary villains, such as some of those included in Appendix Two of the **Manual of Monsters**, can themselves bring terror and horror to any campaign. When heroes encounter legends battling against the horror, they may be asked to accompany them on a journey into the shadows to confront the heart of darkness.

• **Mercenary:** Heroes who put their services for sale to the highest bidder discover that one of the things many legends accumulate over the course of their adventures is the riches required to hire assistance when needed. A legendary sorcerer such as Khadgar might need heroes with martial skill to help him defend Nethergarde from an attack through the Dark Portal, or a legendary warrior might hire a tinker or sorcerer to help support him as he sets off on a quest.

• **Quest:** Legends are drawn to undertake important quests. Heroes attempting — or destined — to become legends will find themselves walking a path on which they may encounter legendary characters. Sometimes a quest is so important that heroes may undertake the journey at the same time as a legend, combining their efforts to better their chances of accomplishing the difficult task.

• **Settlement:** A new settlement in the midst of dangerous territory might be visited by a legendary character who needs assistance. Alternatively, legendary villains might oppose the efforts of heroes to establish a settlement in what they perceive as their territory. Either way, heroes in the settlement will soon find the challenge of building civilization on the wild frontier becoming even more difficult.

• **Survival:** A legend among a group stranded in the wild may become the leader of the group, or she may be the one who sets out in search of assistance while others stay behind. Regardless, the heroes of the campaign remain to assume the other roles and take on a challenge worthy of a legend.

• **Trade:** Not all legends become wealthy on their travels. Some who require gold or even simply food while traveling might hire on to a traveling caravan and encounter heroes acting as merchants or guards. Heroes blazing new trade routes for the goblin trade princes or other merchants might encounter legends in the wild, stumbling across them in the midst of an epic quest.

• **War:** Many of the legends of Azeroth were born on the battlefield; and some of them never escape, wandering from battle to battle, drawn to where their skills and abilities are most in need or most potent. Heroes can find themselves on either side of a conflict, with a legendary warrior beside or against them, and know that after a few moments of combat their lives will never be the same.

Heroes as Legends

If they persevere — and survive — long enough, the heroes of a campaign can enter epic play and craft their own legends from victory and experience. After this point, all of the campaign types discussed above can be revisited, but this time with the heroes of the campaign playing the part of the legends….

Heroes and Villains

This section presents a selection of the most important, famous and notorious legendary characters of the **Warcraft** setting, from all eras of its history.

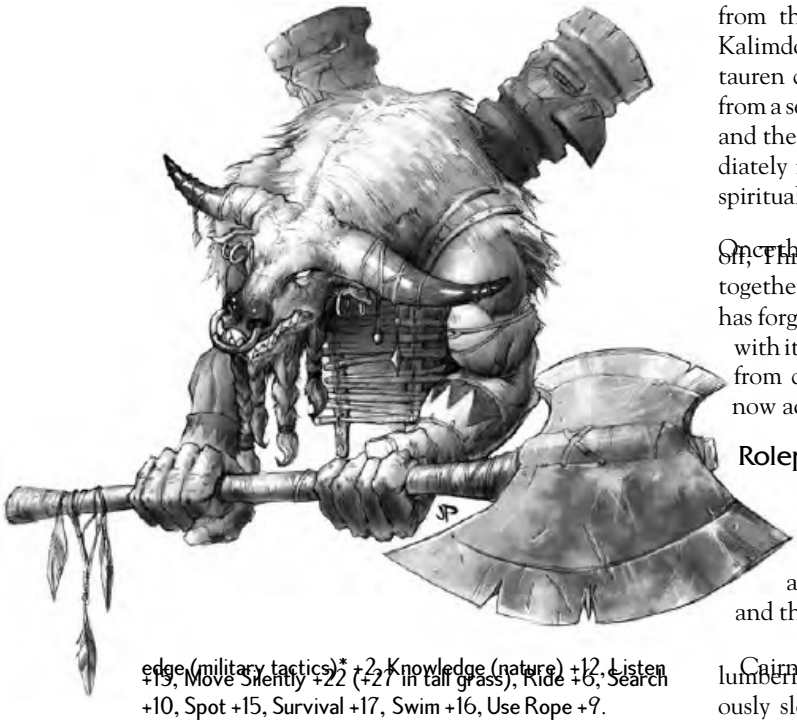
Cairne Bloodhoof, Chieftain of the United Tauren Tribes

11th-level scout*/10th-level hunter*

Male Tauren: CR 22; Large humanoid (tauren); HD 21d8+147, hp 242; Init +8; Spd 30 ft.; AC 23, touch 18, flat-footed 23; Base Atk +17; Epic Atk +1; Grp +31; Atk +33 melee (2d6+22/19–20/x5, *+5 tauren halberd*); Full Atk +33/+28/+23/+18 melee (2d6+22/19–20/x5, *+5 tauren halberd*), or +27 ranged (1d8+14, *Bloodhoof runespear*‡); Space/Reach 10 ft./15 ft.; SA spells, greater critical, tauren charge (1d4+13); SQ camouflage, extended throwing range, favored terrain (desert +2, forests +2, hills +4, plains +6, underground +2), heightened stealth, keen weapon, improved uncanny dodge, *locate creature*, *locate object*, swift tracker, trackless step, trap sense +3, uncanny dodge, venom immunity, wild healing +10, woodland stride, tauren traits; AL LG; SV Fort +25, Ref +19, Will +15; Str 29, Dex 19, Con 25, Int 11, Wis 14, Cha 15.

Languages Spoken: Common, Taur-ahe.

Skills: Concentration +16, Handle Animal +14, Heal +7 (+17 wild healing), Hide +17 (+23 in tall grass), Jump +16, Knowl-



edge (military tactics)* +2, Knowledge (nature) +12, Listen +19, Move Silently +22 (+27 in tall grass), Ride +6, Search +10, Spot +15, Survival +17, Swim +16, Use Rope +9.

Feats: Cleave, Combat Reflexes, Follower of the Totem*, Greater Weapon Focus (tauren halberd), Greater Weapon Specialization (tauren halberd), Improved Initiative, Iron Will, Power Attack, Pulverize*, Track, War Stomp*, Weapon Focus (tauren halberd), Weapon Specialization (tauren halberd).

Spells: As a 10th-level hunter.

Typical Hunter Spells Prepared (cast per day: 3/2/1/1; save DC 12 + spell level): 1st—*alarm*, *endure elements*, *jump*; 2nd—*fog cloud*, *protection from energy*, *soften earth and stone*; 3rd—*shockwave*; 4th—*commune with nature*.

Possessions: +5 tauren halberd, Bloodhoof runespear‡‡, ankh of resurrection‡‡, belt of superior endurance, gauntlets of might, periapt of vitality, amulet of natural armor +5, cloak of resistance +5, ring of protection +5.

Extended Throwing Range (Ex): Cairne's range increments for all thrown weapons are increased by an additional 50 feet. His range increment with his *Bloodhoof runespear‡‡* is 90 feet (granting a maximum range of 450 feet).

Background

Cairne led the tauren tribes in a long and grueling migration to avoid conflict with encroaching hordes of centaur. Unfortunately, the centaur maintained pressure on the tauren through their greater mobility and numbers, and the tauren were forced to travel from their traditional herding grounds in central Kalimdor all the way to the eastern coast. There, as the tauren defended their last handful of encampments from a series of centaur raids, they encountered Thrall and the orc Horde for the first time. The orcs immediately recognized the impressive fighting skills and spiritual reverence of the tauren and came to their aid.

Once the centaur marauders were defeated and chased off, Thrall and Cairne agreed to travel up the coast together for mutual protection. Since then, Cairne has forged a strong alliance with the Horde and sides with it on most major issues. Cairne has stepped back from direct leadership over the tauren tribes and now acts more as a spiritual guide for his people.

Roleplaying Notes

Cairne is the spiritual leader for the tauren tribes in Kalimdor. He has an incredibly strong connection with the environment and deeply respects both the elemental forces and the natural beasts of the wild.

Cairne is an extremely wise individual, but his lumbering demeanor often comes across as ponderously slow to members of other races. He always prefers to contemplate problems before acting to try to solve them, and frequently meditates for several days in a row without interruption. However, when he does decide to act, Cairne can rarely be deterred from his path. He fights with incredible passion, but is never out of control. He prefers to observe his enemies before fighting them so that he can more fully understand their strengths and weaknesses.

Cairne has a very trusting attitude toward orcs and greatly respects their newly shamanistic culture. Night elves are likewise regarded positively because of their strong connection with the woodland environment. However, he usually avoids humans, dwarves and goblins; and if they must be dealt with, he tends to treat them in a patronizing manner. Cairne believes that the spiritual eyes of these races have not fully opened yet, and that members of these races are, in essence, children who are still learning and must be coddled. He has great disdain for the arcane practices of high elves and deeply resents their abandonment of the natural ways.

Combat

Cairne usually leads a group of several tauren into battle. He wades into the center of melee where feats like Pulverize are more useful, swinging his mighty halberd

Muradin Bronzebeard

5th-level scout*/5th-level dwarven avatar†/5th-level dwarven prospector‡

Male Ironforge Dwarf; CR 15; Medium humanoid (dwarf); HD 5d8+5d10+5d6+93; hp 160; Init +5; Spd 20 ft.; AC 30, touch 11, flat-footed 29; Base Atk +11; Grp +16; Atk +21 melee (1d10+10/x3, *+4 giant bane dwarven waraxe*); Full Atk +21/+16/+11 melee (1d10+10/x3, *+4 giant bane dwarven waraxe*) or +20/+15/+10 melee (1d6+6, unarmed strike), or +21 ranged (3d6+5/x3, *thundering long rifle*) or +17 ranged (1d6+7/x3, *+1 returning dwarven tossing hammer of distance*); SA +1 racial bonus on attack rolls against giants; SQ darkvision 60 ft., archive delving, direction sense, earthstance, favored terrain (hills, mountains), improved stonecunning, kodo's memory (+4), luckstone ("lucky orc tooth" — 7 luck points), mineral sense, native friends (Northrend), nature sense, stone tell 2/day, stoneskin 1/day (50 min.), strength of the titans, trackless step, trap sense +1, uncanny dodge, wild healing, woodland stride, stone flesh (+4 AC, 21 rounds), Ironforge dwarf traits; AL NG; SV Fort +18, Ref +14, Will +7; Str 21, Dex 20, Con 23, Int 15, Wis 14, Cha 15.

Languages Spoken: Common, Draconic, Dwarven, Low Common, Gnome, Goblin, Orc, Thalassian, Titan.

Skills: Decipher Script +7, Diplomacy +14, Hide +7, Knowledge (local — Dun Morogh) +6, Knowledge (local — Northrend) +6, Knowledge (titans) +12, Listen +18, Move Silently +10, Profession (explorer) +10, Profession (miner) +10, Search +7, Sense Motive +9, Spot +18, Survival +15.

Feats: Bash*, Iron Flesh‡, Iron Will, Negotiator, Power Attack, Storm Bolt*, Track, Toughness.

Possessions: +4 adamantine full plate, +4 heavy steel shield, +4 giant bane dwarven waraxe, +1 returning dwarven tossing hammer of distance, +3 thundering long rifle*, 40 +1 undead bane seeking bullets*, amulet of health +2, belt of giant's Strength +4, gloves of Dexterity +4, 2 potions of cure serious wounds, potion of invulnerability*,* powder horn (2 lb.) of imbued gunpowder*, keg (15 lb.) of gunpowder*.

Background

Muradin is the second of three remarkable brothers: his older brother Magni is king of Khaz Modan, while his younger brother Brann is a renowned explorer. During the Second War, Muradin served as liaison between Lordaeron and Khaz Modan; when the war ended, he remained in Lordaeron as Magni's ambassador. In the few peaceful years that followed, Muradin grew close to Lordaeron's royal family. He befriended the young prince, Arthas, and tutored him in the ways of the warrior. During these years, Muradin and his brother Brann joined forces with a few other prominent dwarves to found the Explorer's Guild — an Ironforge-based organization dedicated to charting the world, cataloging its denizens, searching it for titan ruins and going where no dwarf had gone before.

In his travels, Muradin visited Northrend and became fascinated with the desolate continent. He returned to it often, observing its ferocious natives and sketching its ruined architecture. During one expedition, Muradin and his dwarven contingent discovered that some force was growing powerful in Northrend. It was insidious and far-reaching; Muradin believed it could pose a danger to Lordaeron. He sent word of this mysterious threat to King Terenas, who asked Muradin to remain in Northrend to gather intelligence. Soon after, the Scourge revealed itself and undead forces attacked Muradin's camp, forcing the dwarves into besieged seclusion.

Several weeks later, Prince Arthas, hunting the dreadlord Mal'Gannis, landed at Northrend and inadvertently discovered Muradin and his troops. Arthas and Muradin joined forces and routed the nearby Scourge contingent, and Muradin promised to help Arthas vanquish the Scourge. To this end, he told the prince of an ancient runeblade lost in the frozen wasteland. Arthas and Muradin battled their way to the sword's location, only to discover that it bore a mysterious curse. Muradin urged Arthas to leave it,

but the prince, maddened by vengeance, slew his friend Muradin and claimed the sword *Frostmourne*.

The statistics above represent Muradin shortly before Terenas assigned him to Northrend.

Roleplaying Notes

Muradin is a kindhearted dwarf, fond of good ale and good company. He is a steadfast ally and a ferocious enemy. His years abroad have tempered his Ironforge accent, and he carries himself proudly — he represents both the Bronzebeards and all of Khaz Modan. He enjoys a challenge, whether in exploration, game or battle. Muradin relishes a good fight and willingly throws himself against his enemies. A dwarf of many interests, he appreciates foremost ancient architecture, new lands, strange creatures and the mysterious titans. Muradin possesses high morals and ethics, always helping those in need and smashing evil whenever he finds it.

Combat

Muradin begins a battle by activating his stoneskin ability and grabbing his long rifle, blasting away at the most powerful opponent he can see. When the enemy closes to within range of his hammer, he attempts to stun opponents with his Storm Bolt* feat before charging into melee, activating his stone flesh ability at the same time. Against a single opponent, or when fighting alongside powerful allies, he uses his Bash* feat to keep foes out of the action.

Orgrim Doomhammer

20th-level fighter/7th-level rogue

Male Orc: CR 27; Medium humanoid (orc); HD 20d10+7d6+81, hp; Init +9; Spd 30 ft.; AC 27, touch 15, flat-footed 22; Base Atk +20; Epic Atk +4; Grp +31; Atk +36 melee (2d8+12/19–20/x3, *Doomhammer*‡‡); Full Atk +36/+28/+26/+21 melee (2d8+12/19-20/x3, *Doomhammer*‡‡), or +33/+28/+23/+18 ranged (1d6+11/18–20/x3 *Blackhand's fang*‡‡); SA sneak attack +4d6; SQ low-light vision, evasion, trapfinding, uncanny dodge, trap sense +2, battle rage; AL LE; SV Fort +16, Ref +10, Will +10; Str 24, Dex 21, Con 20, Int 14, Wis 16, Cha 24.

Languages Spoken: Common, Goblin, Low Common, Orc.

Skills: Appraise +4, Balance +9, Bluff +16, Climb +12, Diplomacy +14, Disguise +13, Escape Artist +16, Gather Information +13, Handle Animal (wolf) +5, Heal +5, Intimidate +22, Jump +9, Knowledge (Alliance) +10, Knowledge (Horde) +13, Knowledge (geography) +9, Knowledge (military tactics)* +13, Listen +10, Move Silently +8, Open Lock +10, Profession (military commander)† +15, Ride +13, Search +5, Sense Motive +10, Sleight of Hand +9, Spot +11.

Feats: Battle Cry*, Blind-Fight, Bull's-Eye (throwing axe)†, Cleave, Collective Fury*, Courageous Command†, Deflect Arrows, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (warhammer), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Mounted Combat, Power Attack, Ruthless Command†, Spellbreaker†, Stand at Death's Door†.

Possessions: Doomhammer's plate‡‡, *Doomhammer*‡‡, *Blackhand's fang*‡‡ (x5), *potion of shadow meld**, *cloak of shadows, ring of evasion, salve of slipperiness, glove of storing*

Background

Orgrim Doomhammer is one of the most legendary warchiefs in the history of the Horde. A general in the orcish army during the First War, he was one of the most loyal officers under Blackhand the Destroyer. Following the war, when Doomhammer discovered that Blackhand was under the sway of a shadowy council of warlocks, Orgrim proved that his loyalty was not to his commander but to the Horde when he killed Blackhand, assumed the role of Warchief, and systematically slaughtered nearly every member of the Shadow Council.

A bitter enemy of the Alliance, Doomhammer was in the front ranks as he led the Horde into Khaz Modan and the Second War. Although he commanded the Horde with an iron fist, Doomhammer also demonstrated his prowess as a diplomat as he made new allies for the Horde among the goblins and trolls of Azeroth. Yet despite his immense army

and firm leadership, the end of the Second War found the Horde shattered and Doomhammer a prisoner of the Alliance. Warrior turned rogue as Doomhammer escaped the internment camp where he was imprisoned and disguised himself as a hermit, wandering the land to gather information about the scattered clans. Doomhammer was captured several times, but each time he escaped.

Eventually, Doomhammer met Thrall, who convinced him that the Horde could be freed from slavery and ultimately saved from demonic corruption. Doomhammer helped Thrall free many clans, but he fell in battle. Before dying, he passed on the mantle of Warchief to Thrall — as well as his famous armor and favored weapon.

These stats represent Orgrim Doomhammer — warrior, rogue and wanderer — as he meets Grom Hellscream and learns of the young chieftain Thrall for the first time.

Roleplaying Notes

Doomhammer is a warrior born, his leadership ability forged in combat. He is unendingly loyal to those who prove their strength and service, but quick to avenge himself on those who attack him or his allies. Among the orcs, his gruff, curt manner is respected, but to others he can seem dismissive and contemptuous. Understanding the value of protecting an army's leadership, battles often found Doomhammer in a far-off command tent. Yet whenever possible, he is a howling, bloodthirsty presence on the front lines, personally leading his troops to victory. Though he is a towering presence in his black armor, Doomhammer can hide himself completely in as simple a disguise as a tattered cloak in order to move undetected among his enemies.

Combat

Doomhammer doesn't hesitate to strike the first blow in combat, usually striking from surprise using one of the *Blackhand's fangs* hanging from his belt. Wielding the *Doomhammer*, he leaps fearlessly into any number of enemies and becomes a whirlwind of destruction. Distrustful of spellcasters but confident in his armor, Doomhammer usually first attempts to kill any wizards among his enemies. On occasion, he will save the strongest among his enemies for last, relishing the chance to hone his martial skill against a worthy opponent.

Gul'dan

15th-level sorcerer/4th-level fighter/1st-level healer*/10th-level warlock*/5th-level shaman*

Male Orc: CR 35; Medium humanoid (orc); HD 25d4+6d8+4d10+280, hp 392; Init +7; Spd 30 ft., fly 40 ft. (good); AC 44, touch 37, flat-footed 37; Base Atk +12; Epic Atk +8; Grp +26; Atk +27 melee (1d6+10 plus level drain, *demon staff*); Full Atk +27/+22/+17 melee (1d6+10 plus level drain, *demon staff*) or +32/+27/+22 melee (1d8+13/x3, *+5 battleaxe*); SA +1 attack vs. humans, battle rage, spells; SQ darkvision 60 ft., low-light vision, demon mastery, demonic lore, enhance conjuring, extended summoning, improved ally, planar cohort; AL CE; SV Fort +32, Ref +23, Will +35; Str 23, Dex 24, Con 27, Int 21, Wis 28, Cha 32.

Languages Spoken: Common, Low Common, Orc.

Skills: Bluff +21, Climb +11, Concentration +38, Diplomacy +19, Handle Animal +12 (with wolves +14), Hide +27, Intimidate +26, Jump +11, Knowledge (arcana) +10, Knowledge (nature) +7, Ride +9, Spellcraft +37, Survival +14, Swim +11.

Feats: Augment Summoning, Automatic Quicken Spell, Blinding Speed, Brew Potion, Combat Casting, Combat Reflexes, Dodge, Epic Spellcasting, Improved Initiative, Quick Draw, Quicken Spell, Silent Spell, Spell Focus (conjuration), Still Spell, Track, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Spells: As a 6th-level healer and a 25th-level sorcerer.

Typical Divine Spells Prepared (cast per day: 5/6/5/4; save DC 19 + spell level): 0—*create water, detect magic, light, mending, purify food and drink*; 1st—*burning hands, cause fear, comprehend languages*; 2nd—*cure moderate wounds, fog cloud, lesser restoration*; 3rd—*bloodlust*, resist energy*

Sorcerer Spells Known (cast per day: 6/9/9/9/8/8/8/8/7/7; save DC 21 + spell level): 0—*acid splash, arcane mark, dancing lights, daze, ghost sound, mage hand, message, prestidigitation, touch of fatigue*; 1st—*feather fall, magic missile, shield, true strike, unseen servant*; 2nd—*cripple*, knock, levitate, spectral hand, spider climb*; 3rd—*fireball, frost nova*, lightning bolt, protection from energy*; 4th—*enervation, greater invisibility, ice storm, immolation*, lightning shield*; 5th—*cone of cold, contact other plane, flame strike, hold monster*; 6th—*greater dispel magic, summon monster VI, true seeing*; 7th—*greater teleport, plane shift, vision*; 8th—*greater planar binding, horrid wilting, summon monster VIII*; 9th—*gate, summon monster IX, wish.*

*Possessions: Demon staff, +5 battleaxe, amulet of epic natural armor +7, belt of might**, bracers of epic armor +15, cloak of demonkind‡‡, pendant of Kil'Jaeden‡‡, shadowrb††.*

Background

Gul'dan was already the most ambitious and talented apprentice of Ner'zhul when he was first contacted by the demonlord Kil'jaeden. Kil'jaeden had been trying to corrupt Ner'zhul, but the elderly orc shaman somehow managed to resist the demon's dark influence. Frustrated, Kil'jaeden turned to Gul'dan. Appealing to his ambition, Kil'jaeden gave the young shaman an opportunity to surpass his master in power. Kil'jaeden taught Gul'dan how to use forbidden demon magic and helped him discover the dark art of necromancy. With the demon's subtle guidance, Gul'dan quickly rose in power through the ranks of the Horde. He gathered a group of fellow necromancers, formed a secret society known as the Shadow Council, and began to corrupt and manipulate the Horde's leadership. Within a few years, the Shadow Council — and ultimately Gul'dan — completely controlled the Horde. After receiving a vision of Azeroth from Medivh, Gul'dan led the Horde through the Dark Portal and began a war of conquest against the human kingdoms. Near the end of the war, Gul'dan betrayed the Horde and attempted to secure the legendary powers of the Tomb of Sargeras for himself. In his search of the tomb, he accidentally released a horde of previously trapped demons and was slain.

Roleplaying Notes

Gul'dan possesses an unquenchable thirst for power and a ruthless personality. Equally willing to manipulate friend and foe alike, he constantly tries to better his station in life through any means possible. Even though Gul'dan constantly tends to be embroiled in many different plots and schemes, his overarching goal is always to discover the location of the Tomb of Sargeras and to claim the dark titan's powers for himself. Nothing else matters in comparison to this quest, and Gul'dan is willing to betray his own people and sacrifice his closest friends to achieve it.

Gul'dan can only be trusted to do what is in his own best interests. He often freely offers wealth to people in exchange for clues or information that might be useful, and then has them killed and reclaims his payment. Gul'dan only truly trusts people who are like himself — those who are openly ambitious and who will do anything to improve their lot in life. He feels that those people can be most easily predicted and manipulated through offers of wealth or prestige. It is the people who serve higher moral or religious powers that he fears. They are often resistant to his lures, and in Gul'dan's eyes can never be completely trusted or relied upon. Because of this, he tends to associate most easily with mages, sorcerers, rogues and scouts and dislikes druids, priests and paladins. His allegiance is with the Horde, and he is openly hostile to members of the Alliance races unless they are key to something Gul'dan desires.

Combat

Gul'dan summons monsters to distract and harass his foes before entering melee with his demon staff against foes that have been isolated by his divide-and-conquer tactics.

Grom Hellscream

12th-level fighter/10th-level gladiator*

Male Orc: CR 22; Medium humanoid (orc); HD 12d10+10d10+154, hp 275; Init +8; Spd 30 ft.; AC 36, touch 18, flat-footed 33; Base Atk +20; Epic Atk +1; Grp +30; Atk +40 melee (1d12+43/19–20/x4, *Gorehowl‡‡*); Full Atk +40/+35/+30/+25 and +40 melee (1d12+43/19–20/x4, *Gorehowl‡‡*); SA blade whirlwind 1/day, critical strike 3/day, maximum damage 1/day, supreme cleave, two-handed mastery, battle rage 1/day, +1 racial bonus on attack rolls against humans; SQ low-light vision, command, improved mirror image, improved strike like the wind; AL CN; SV Fort +22, Ref +15, Will +9; Str 29, Dex 27, Con 25, Int 13, Wis 15, Cha 23.

Languages Spoken: Common, Dwarf, Orc.

Skills: Bluff +18, Intimidate +21, Jump +11, Knowledge (military tactics)* +26, Profession (military commander)† +9.

Feats: Battle Dance‡‡, Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (thorium weapons)*, Great Cleave, Greater Weapon Focus (greataxe), Greater Weapon Specialization (greataxe), Improved Critical (greataxe), Leadership,

Power Attack, Ruthless Command†, Weapon Finesse, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +5 mithril full plate of heavy fortification, Gorehowl‡‡, amulet of natural armor +5, boots of striding and springing, dragontwine bracers‡‡, Warsong banner‡‡, ring of protection +5, potion of cure serious wounds (x4), *potion of invulnerability** (x2).

Background

Chieftain of the Warsong clan and an orc legend, Grom is a blademaster of the old traditions and was one of the first to succumb to the Burning Legion's curse. For many years he struggled with the bloodlust and rage seething within him, embracing and despising it in turns. He led his race to countless victories in the Second War and escaped from Draenor before Ner'zhul's Dark Portals ripped it asunder. Grom and his Warsong clan were the only orcs to evade capture and internment after the Second War, and Grom led the Warsongs in an underground, guerilla war against the humans. Despite his best efforts, Grom was unable to rouse the captured orcs from their stupor.

A decade after the Second War's end, the young orc Thrall sought out Grom Hellscream. Grom inspired Thrall to free the orcs and served as a mentor and ally to the young shaman. Together they liberated the orcs, both from the humans' camps and the demons' taint, and became close friends. They led the new Horde across the sea to Kalimdor, at the urging of a strange prophet and Thrall's spiritual instincts.

Grom continued to serve Thrall faithfully on Kalimdor, leading the Warsong clan to Ashenvale Forest to establish an orc camp. During his logging exploits, Grom came into conflict with the night elves, and he has the odd distinction of being the first outsider to contact the Kaldorei since their seclusion. While the Warsongs and night elves battled, the pit lord Mannoroth spilled his cursed blood into a well in Ashenvale. Grom's old bloodlust drove him to seek out the horrid water, and he drank deeply. Overcome by rage and brimming with demonic power, Grom and his cursed orcs smashed the night elven force and slew the demigod Cenarius. When Thrall came to Ashenvale and witnessed the horrible being Grom had become, he attacked his former friend and returned him to his senses. Grom was ashamed, but he accompanied Thrall to seek out Mannoroth and exact revenge — both for Grom's corruption and for the poisoning of the orc race ages ago. The two overcame the pit lord, but Grom fell in battle. The orcs revere him as one of their greatest heroes.

The statistics above represent Grom shortly after his arrival on Kalimdor.

Roleplaying Notes

Grom Hellscream moves with a warrior's grace and his reflexes are fast and abrupt. He is proud of his achievements but willingly serves Thrall (or any other master), as he is content in his role as chieftain of the Warsongs. Grom is honorable and admires his enemies' fighting prowess. He is devoted to his race and his traditions. Though Thrall has calmed his soul, Grom still seethes with suppressed rage. He speaks with a deep, guttural voice that is used to command.

Combat

Grom is devastating in melee and he knows it. He eagerly charges into the thickest part of any battle, giving in to his rage, and lays waste with the mighty *Gorehowl*. Though he knows that slaying enemy wizards and healers is to his tactical advantage, he cannot resist going toe-to-toe against powerful melee fighters. Against such opponents he uses his critical strike and maximum damage abilities, and uses blade whirlwind when lesser foes surround him.

Khadgar, Archmage of Nethergarde

17th-level wizard/5th-level archmage

Male Human: CR 22; Medium humanoid (human); HD 17d4+5d4+59, hp 112; Init +3; Spd 30 ft.; AC 22, touch 16, flat-footed 16; Base Atk +9; Epic Atk +1; Grp +12; Atk +16 melee (1d4+6/19–20, *+4 dagger of dancing*); Full Atk +16/+11 melee (1d4+6/19–20, *+4 dagger of dancing*); SA spells, high arcana (arcane fire — 600 ft., 5d6 + 1d6/spell level); SQ arcane reach, mastery of elements, spell power, spell-like ability (2/day—*hold monster*); AL NG; SV Fort +7, Ref +7, Will +12; Str 14, Dex 22, Con 16, Int 20, Wis 21, Cha 15.

Languages Spoken: Common, Draconic, Dwarven, Orc, Thalassian.

Skills: Concentration +24, Decipher Script +23, Diplomacy +11, Gather Information +18, Heal +13, Knowledge (arcana) +23, Knowledge (Horde) +17, Knowledge (the planes) +22, Knowledge (portals) +21, Profession (cook) +11, Sense Motive +16, Spellcraft +28.

Feats: Block Spell*, Craft Staff, Craft Wand, Dodge, Empower Spell, Fork Spell††, Greater Spell Penetration, Iron Will, Magic Energy Control*, Master Wand, Maximize Spell, Scribe Scroll, Spell Penetration.

Spells: As a 22nd-level wizard.

Typical Wizard Spells Prepared (cast per day: 4/6/5/5/5/4/4/4/4/4; save DC 15 + spell level): Khadgar typically prepares a balanced spell list with offensive and defensive spells such as *lightning monsoon* and *prismatic wall* that allow him to protect his home plane, along with divination and planar travel spells such as *dimensional lock* and *gate* which he uses to probe and study the portals around Nethergarde.

Possessions: Bracers of armor +6, +4 dagger of dancing, amulet of spell shield, gloves of spell mastery, headband of intellect +2, ring of spell turning, ring of sustenance, staff of Nethergarde‡‡.

Background

Khadgar's studies of magic began when the Kirin Tor of Dalaran sent the young mage to assist Medivh. At first, Medivh trusted Khadgar only with cooking and other menial tasks, but eventually Khadgar gained the trust of the Magus and gained great insight from Medivh's long and storied experience.

As Khadgar himself gained experience and magical power, he grew suspicious of Medivh's increasingly erratic behavior. Eventually, Khadgar discovered that the Magus had been possessed by the spirit of the demon Sargeras. Khadgar escaped to warn the King of Azeroth of the danger posed by the demon-souled mage, then returned to face Medivh in a final battle that defeated the demon magus but magically aged Khadgar from youth into middle age.

Returning to Dalaran, Khadgar immersed himself in his studies of the portal magic that brought the demons who corrupted his mentor to Azeroth. These studies eventually allowed Khadgar to destroy the Dark Portal and end the Second War. When he discovered that a rift between the planes survived the destruction of the Dark Portal, Khadgar called the Kirin Tor to the Black Morass to build the Citadel of Nethergarde near the rift so that he could stay to protect Azeroth against another invasion by the Horde.

Though Khadgar would later battle the orcish army when it returned to his world, then lead an army of the Alliance through the Dark Portal to face the orcs on their home world (he was trapped on the other side of the portal when Draenor exploded and is currently believed to be dead), these statistics represent Khadgar during his days as the archmage of Nethergarde, studying the rift and guarding his home world.

Roleplaying Notes

Khadgar was once young and excited to be following the path of magic. Now he understands the dangers; and though he has accumulated incredible magical powers, he has also paid a terrible price that causes him to act as he appears — old before his time. His words are considered and thoughtful; since the corruption of a man he considered near to a father, his trust must be earned. He continues to accumulate arcane power out of a sense of duty calling him to

protect Azeroth against an evil he knows all too well, and his pursuit of both knowledge and his enemies occasionally borders on the zealous.

Combat

Khadgar rarely enters a battle unprepared. He will retreat when needed, only to return with more than enough force to overcome his enemies. In one-on-one combat, he will initially probe his opponent while raising his own defenses, then strike decisively. He is driven to utterly destroy demonic and orcish enemies, but often settles combats that arise through circumstance by simply teleporting himself or his enemies far from the field of battle.

Krasus (Korialstrasz)

21 HD red dragon/5th-level archmage**

Male Mature Dragon: CR 21; Huge dragon (fire); HD 21d12+5d4+135, hp 360; Init +0; Spd 40 ft., fly 150 ft. (clumsy); AC 29, touch 8, flat-footed 29; Base Atk +26; Grp +39; Atk +37 melee (2d8+9, bite); Full Atk +37 melee (2d8+9, bite) and +35 melee (2d6+4, 2 claws) and +35 melee (1d8+4, 2 wings) and +35 melee (2d8+13, tail slap); SA breath weapon, crush, frightful presence, spells, spell-like abilities, arcane reach; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 10/magic, immuni to fire, *sleep* and paralysis, vulnerability to cold, mastery of counterspelling, mastery of elements, mastery of shaping, spell power, spell resistance 23, dragon traits; AL LG; SV Fort +22, Ref +14, Will +18; Str 28, Dex 10, Con 24, Int 18, Wis 17, Cha 21.

Languages Spoken: Common, Darnassian, Draconic, Dwarven, Gnome, Goblin, Kalimdoran, Orc, Thalassaian.

Skills: Appraise +17, Bluff +19, Concentration +27, Diplomacy +20, Heal +16, Intimidate +20, Jump +25, Knowledge (arcana) +25, Listen +17, Search +21, Spellcraft +25, Spot +17, Use Magic Device +18.

Feats: Alertness, Cleave, Extend Spell, Hover, Maximize Spell, Quicken Spell, Stand at Death's Door†, Toughness, Widen Spell.

Spells: As an 18th-level sorcerer (casts as 19th-level with *spell power* ability).

Sorcerer Spells Known (cast per day: 6/8/7/7/7/7/6/6/5/3; save DC 15 + spell level): 0—*arcane mark*, *detect magic*, *detect poison*, *light*, *mending*, *message*, *open/close*, *read magic*, *resistance*; 1st—*aerial shackles*†, *alarm*, *endure elements*, *magic missile*, *ray of enfeeblement*; 2nd—*cripple*,* *forked lightning*†, *mana burn*,* *resist energy*, *scorching ray*; 3rd—*blizzard*,* *frost nova*,* *hold person*, *shockwave*;* 4th—*arcane eye*, *blazing column*†, *immolation*,* *rain of fire*;* 5th—*break enchantment*, *lightning monsoon*†, *teleport*; 6th—*greater dispel magic*, *mass cripple*†; 7th—*mass hold person*; 8th—*banish*,* 9th—*starfall*.*

Possessions (in elf form): Staff of power, boots of Quel'Thalas†, *ivory tower*†, *lightning cloak*†, *manastone*†, *jade ring of Veth'talia*†, *robe of eyes*.*

Breath Weapon (Su): 100-ft. line/50-ft. cone, damage 14d10 fire, Reflex DC 27 half; secondary effect: scorch and renew land.

Crush (Ex): Area 15 ft. by 10 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage and must succeed at a DC 27 Reflex save or be pinned.

Frightful Presence (Ex): 210-ft. radius, HD 20 or less, Will DC 25 negates.

Shapechange (Ex): Korialstrasz can take any form he desires, as though constantly under the effects of a *shapechange* spell. He almost always selects the high elf form of Krasus, a well-known archmage of the Kirin Tor. Very few individuals know his true nature, which he keeps a closely guarded secret.

Spell-Like Abilities: 3/day—*protection from evil*, *purify food and drink*, *tongues*; 2/day—*speak with animals*, *dispel magic*; 1/day—*detect thoughts*. Caster level 13th; save DC 19 + spell level.

Background

The youngest consort of Alexstrasza, Korialstrasz is a red dragon unusually gifted in the ways of magic. He took it upon himself early in life to begin a close study of humanoid races and their ways, using his shapechange power to walk among them undetected. He soon decided that he could best guide them by taking an active leadership role, a view not shared by many of his red dragon brethren. As he

advanced into archmage capabilities, he moved up the ranks and became one of the six high mages of the council of Dalaran.

It was here that he aided Rhonin against the schemes of Deathwing, sending the brash young mage on a quest to rescue his Dragonqueen from the clutches of the Horde—always Krasus' greatest motive. Meanwhile, Deathwing himself attempted to convince the leaders of the Alliance to place his own human form, a noble named Lord Prestor, on the throne as king. Fortunately, Krasus and the other wizards of Dalaran saw through the deception and were able to thwart Deathwing's plot in time.

Roleplaying Notes

Krasus appears to be a high elf wizard of extreme confidence, secure in his power and rank among the council. His very presence commands respect, and yet he is not proud or haughty. He remains in his elven form almost exclusively, transforming into a dragon only for special reasons or when in the presence of others of his kind. Those few who know his true nature have agreed to keep it a secret.

Combat

Krasus remains in his elven shape as long as possi during battle, revealing his dragon form only if desper ate. He almost never shows his great strength in physi cal combat, preferring instead to fight with the spells and other arcane powers at his disposal. Should he choose to show his dragon side, he takes to the air swiftly, using his breath weapon and spell-like abilities to speed his escape. For all his strength and power, he is actually quite inexperienced in draconic combat. After all, he's had little opportunity to practice during his decades of roaming the surface of Azeroth in humanoid form.

Sir Anduin Lothar

23rd-level fighter/2nd-level scout*

Male Human: CR 25; Medium humanoid (human); HD 23d10+2d8+225, hp 360; Init +7; Spd 20 ft. (full plate — base 30 ft.); AC 43, touch 18, flat-footed 40; Base Atk +19; Epic Atk +2; Grp +29; Atk +51 melee (2d6+34/17–20, *Quel'Zaram*‡‡); Full Atk +51/+46/+41/+36 and +51 melee (2d6+34/17–20, *Quel'Zaram*), or +33/+28/+23/+18 ranged (1d8+11/19–20/x3, *+5 composite longbow of distance [Str +4]*); SA +1 attack vs. orcs; SQ nature sense, wild healing, human traits; AL LG; SV Fort +33, Ref +25, Will +22; Str 31, Dex 22, Con 28, Int 22, Wis 23, Cha 32.

Languages Spoken: Common, Dwarven, Gnome, Thalassian.

Skills: Diplomacy +39, Heal +11, Hide +8, Knowledge (military tactics)* +34, Knowledge (nature) +13, Listen +14, Move Silently +8, Profession (military commander)† +11, Search +11, Sense Motive +20, Spot +15, Survival +36.

Feats: Balanced Command†, Beloved Commander†, Combat Balance‡‡, Courageous Command†, Determined Command†, Expanded Command‡‡, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Leadership, Mounted Combat, Mounted Archery, Point-Blank Shot, Power Attack, Precise Shot, Ride-By Attack, Ruthless Command†, Self Command‡‡, Spirited Charge, Track, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: High commander's mail‡‡; +5 heavy mithril shield of heavy fortification; Quel'Zaram‡‡; +5 composite longbow of distance (Str +4); 50 *+1 keen seeking arrows; gauntlets of might**; regal cape‡‡; Vaion jewel‡‡; ring of freedom of movement; ring of protection +5.*

Background

Before the First War, Anduin Lothar, Prince Llane Wrynn and the young wizard Medivh were childhood friends in Azeroth. The three grew up together and had many adventures in their youth. When King Adamant Wrynn passed away, Prince Llane Wrynn became king and appointed Medivh his court wizard

and Lothar the kingdom's general. When the First War erupted, Lothar led Stormwind's forces to many victories. His handsome features and valiant exploits captured the dreams of the populace, and Lothar became an instant hero. Blemishing Lothar's heroics was his discovery that Medivh had betrayed the kingdom. Angered and emotionally wounded, Lothar led a small group of warriors against the wizard's tower, Karazhan. He bypassed Medivh's defenses and slew his treacherous friend, never knowing that the demon Sargeras had invaded the wizard's body and polluted his mind. When Lothar returned to Stormwind, he found King Wrynn assassinated and the city fallen.

Realizing the Horde had triumphed, Lothar led the human survivors across the ocean to Lordaeron. Here he told the northern kingdoms of the incoming horror and entreated them to join an alliance to combat the Horde. Such was Lothar's presence and passion that the leaders agreed, creating the Lordaeron Alliance, and appointing Lothar as High Commander of their armies. Lothar, Uther the Lightbringer and Admiral Daelin Proudmoore led the Alliance forces to victory against the Horde and pushed the orcs back into Azeroth. The Alliance besieged the orc stronghold of Blackrock Spire, wherein ruled warchief Orgrim Doomhammer. In a desperate bid to break the siege, Doomhammer led a small band of champions onto the field and clashed with Lothar's paladins. Lothar and Doomhammer dueled across the bloody ground, and the orc warchief, battered and bleeding, struck Lothar down. The hero's fall only served to inspire his allies to victory, however, and Blackrock Spire fell to the Alliance. Today, Sir Anduin Lothar is regarded as the greatest human hero ever to live.

The statistics above represent Lothar at the beginning of the Second War.

Roleplaying Notes

Lothar is handsome, determined and steadfast. Though he rarely shows emotion, he grieves for his fallen friends and country. Lothar is passionate and persuasive, radiating an almost palpable strength and conviction. Since the deaths of Medivh and Llane Wrynn, Lothar carries little in his heart aside from a desire to avenge his friends and reclaim his homeland. His voice is rich and evocative, commanding respect and attention. He considers himself a servant to Azeroth's people, rather than their leader. He knows that because of his skills and prowess he is the only one who can lead them to victory.

Combat

Lothar prefers to lead contingents of mounted knights. He fights from horseback, charging into his enemies and slashing them apart with *Quel'Zaram*. He is at his peak when commanding others, inspiring those around him to greatness. He retreats if doing so is prudent, but prefers to outmaneuver and fool powerful opponents. Scanning the enemy ranks for their leaders, he spurs his mount forward to bring down the opposing commander. Since Medivh's betrayal, Lothar has held a profound respect for spellcasters, and these are always his second targets. He hammers through lesser warriors to reach wizards and sorcerers in the rear.

Medivh, Guardian of Tirisfal

25th-level sorcerer/10th-level warlock*

Male Outsider: CR 43; Medium outsider (Eternal); HD 35d4+280, hp 420; Init +9; Spd 60 ft.; AC 58, touch 53, flat-footed 58; Base Atk +10; Epic Atk +8; Grp +15; Atk +28 melee (1d4+10/17–20 plus 1d6 cold, *+5 keen icy burst adamantine dagger*); Full Atk +28/+23 melee (1d4+10/17–20 plus 1d6 cold, *+5 keen icy burst adamantine dagger*), or spell +23 melee touch, or spell +23 ranged touch; SA banishing strike (DC 49), epic weapons (evil), smite outsider, spells, spell-like abilities; SQ darkvision 120 ft., low-light vision, *true seeing*, *contact other plane*, demon mastery, demonic companion, demonic lore, *detect outsiders*, distant sight (22/day), enhanced conjuring, extended summoning, improved ally, *locate creature*, planar cohort, summon familiar, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (3,500 ft., DC 49), fast healing 17, immortality, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, telepathy, uncanny dodge, *vision*, human traits, Eternal traits; AL NE; SV Fort +46, Ref +48, Will +54;

Str 21, Dex 20, Con 26, Int 28, Wis 31, Cha 55.

Languages Spoken: Common, Darnassian, Draconic, Dwarven, Eredun, Kalimag, Orc, Nazja, Taur-ahe, Thalassian.

Skills: Bluff +63, Concentration +49, Decipher Script +13, Diplomacy +66, Gather Information +27, Intimidate +62, Knowledge (arcana) +49, Knowledge (nobility and royalty) +11, Listen +12, Sense Motive +15, Spellcraft +52, Spot +12, Survival +11.

Feats: Alertness, Augment Summoning, Craft Wondrous Item, Epic Spellcasting, Epic Summoning††, Extend Spell, Heighten Spell, Improved Initiative, Improved Spell Capacity (x3), Maximize Spell, Negotiator, Silent Spell, Spell Focus (conjuration), Still Spell.

Spells: As a 36th-level sorcerer (using *crimson robe of the archmagi*††).

Sorcerer Spells Known (6/12/12/12/17/11/11/11/10/10/4/4/3; save DC 32 + spell level): 0—*acid splash, daze, dancing lights, detect magic, detect poison, ghost sound, mending, prestidigitation, read magic*; 1st—*color spray, feather fall, magic missile, shield, unseen servant*; 2nd—*detect thoughts, knock, minor image, rope trick, see invisibility*; 3rd—*burrow, hooks of binding††, protection from energy, tongues*; 4th—*dimension door, fire shield, greater invisibility, polymorph*; 5th—*cone of cold, hold monster, sending, telekinesis*; 6th—*counterspell, disintegrate, legend lore*; 7th—*forcecage, greater teleport, phase door*; 8th—*discern location, polymorph any object, power word stun*; 9th—*foresight, gate, wish*; 10th—none; 11th—none; 12th—none.

Spell-Like Abilities: At will—*greater dispel magic, limited wish, power word stun*; 1/day—*greater counterspell††*. Caster level 20th; save DC 42 + spell level.

Possessions: +5 keen icy burst adamantine dagger, bracers of armor +8, cloak of Charisma +10, crimson robe of the archmagi‡‡, gauntlets of fire elemental control, gryphon whistle‡‡, ring of mind shielding, ring of sustenance, potion of cure critical wounds (x5), *potion of neutralize poison* (x2), *potion of remove blindness/deafness, potion of remove curse, potion of remove disease.*

Background

Medivh was born to Aegwyn, the Guardian of Tirisfal. However, months earlier, when he was still in his mother's womb, the spirit of Sargeras entered her body and possessed his mind. There, hidden from Aegwyn's senses, Sargeras' spirit lay dormant for many years. It awoke after Medivh had grown up and accepted the mantle of Guardian of Tirisfal from his mother. Sargeras bent Medivh's mind to his will, and used the young Guardian's powers to communicate between worlds and contact Gul'dan with a series of visions. The visions that Medivh sent to the orc warlock were of Azeroth, portraying it as a world full of riches and life that would be easy for the Horde to conquer. Medivh then created a portal between Draenor and Azeroth for the orcs to travel through. The ensuing battles between orc and human forces became known as the First War. Sometime during those initial battles, Medivh's treachery was detected and a squad of human warriors assaulted the sorcerer's tower and slew him.

Prior to the Third War, Medivh appeared to the mortal races in an effort to convince them to band together against the Burning Legion. While he never fought directly in the war (leading some to suspect that he was just a ghost), he ensured Azeroth's survival and found some redemption for his previous crimes.

Roleplaying Notes

Medivh's soul constantly struggles with that of Sargeras for control of his body and mind. The fight between them is constant, and results in Medivh shifting periodically between stretches of calmness and lucidity and bouts of strangely incomprehensible behavior. To outsiders, he often seems to make abrupt decisions or reverse his position on issues. When the struggle between the two souls becomes too great for Medivh's body to handle, he sinks into a catatonic state and becomes completely unresponsive. These periods vary greatly in duration and can range from a matter of minutes to months.

When Medivh is in control of his body and mind, he is a friendly and wise individual. He cares deeply for a number of the high-ranking human leaders and puts the needs of the kingdom above almost everything else. He has defended Lordaeron from attack many times throughout the years and has built a great reputation as a staunch defender of the land. He is not naturally biased against any of the races, and displays a fair amount of interest in people who bring to him stories of distant lands or cultures.

However, when Sargeras is in control, Medivh's personality shifts dramatically. He becomes sullen and distant, barely acknowledges the presence of close friends, and practically ignores strangers. He is secretive and often travels to faraway places abruptly. In private, Medivh will not hesitate to do away with annoying visitors by using his spells to kill or inca-

New Template: The Guardian of Tirisfal

The Guardians of Tirisfal have served for ages to protect the world from demonic influence.

There can be only one Guardian of Tirisfal at a time. A Guardian of Tirisfal is empowered through a long ritual by a council of seven archmages. The secrets of the ritual are closely guarded, if not all but forgotten in recent times. A new Guardian of Tirisfal cannot be empowered while one already exists. Only through his death, or through an equally long and secret disempowering ritual conducted by the surviving archmages who empowered him, can a Guardian of Tirisfal be stripped of his power.

Each archmage participating in the empowering ritual receives one negative level. The negative level persists as long as the Guardian of Tirisfal being empowered survives. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells). The negative level is immediately removed if the Guardian of Tirisfal dies or is stripped of his power by the surviving council of archmages. If all of the empowering archmages are dead, a Guardian of Tirisfal cannot be stripped of his power, but must be killed before there can be another.

Creating a Guardian of Tirisfal

"Guardian of Tirisfal" is an acquired template that may be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The Guardian of Tirisfal uses all of the base creature's statistics and special abilities except as noted here.

Special Attacks: A Guardian of Tirisfal retains all the special attacks of the base creature and gains the following.

Banishing Strike (Su): At will, a Guardian of Tirisfal can make a melee touch attack against a demon with one normal attack. On a successful hit, the target must make a Will save (DC 10 + half the Guardian's character level or HD + the Guardian's Charisma modifier) or be banished instantly from the plane of Azeroth. Spell resistance does not function against a banishing strike.

Smite Outsider (Su): A Guardian of Tirisfal adds his Charisma bonus (if any) to all attacks and melee damage rolls made against outsiders.

Special Qualities: A Guardian of Tirisfal retains all the special qualities of the base creature and gains the following. If the base creature already has one or more of these special qualities, use the better value.

Ageless (Ex): A Guardian of Tirisfal stops aging. He does not take penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue.

Contact Other Plane (Su): Once per day, a Guardian of Tirisfal with 2 or more character levels can cast *contact other plane* as a sorcerer of his character level, but he can contact only a being sympathetic to the cause of slaying demons.

Note that contacting an Eternal is the same as an Outer Plane demigod for the purpose of using this ability. There are no beings generally more powerful than Eternals in the **Warcraft** universe, so making contact with a "lesser deity" or anything more powerful than a demigod is impossible.

Detect Outsiders (Su): At will, a Guardian of Tirisfal can detect demonic creatures exactly as with the *detect undead* spell, except that it focuses upon the presence of demons and other outsiders.

Distant Sight (Su): A Guardian of Tirisfal can cast *clairaudience/clairvoyance* a number of times per day equal to his Charisma bonus (if any) as a sorcerer of his character level, but he can hear and see the destination rather than needing to choose between hearing or seeing.

Divine Grace (Ex): A Guardian of Tirisfal gains the divine grace ability, like a paladin warrior, if he does not already have it.

Guardian Immunities (Ex): A Guardian of Tirisfal is immune to disease, all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poison and sleep effects

Locate Creature (Su): At will, a Guardian of Tirisfal can cast *locate creature* as a sorcerer of his caster level to locate outsiders or a specific demon he has previously encountered.

Speak Eredun (Ex): A Guardian of Tirisfal can understand and speak Eredun. He is not subject

to the insanity such knowledge can cause to non-evil characters.

Spell Resistance (Ex): A Guardian of Tirisfal has spell resistance 5 + character level (max 25).

Telepathy (Su): A Guardian of Tirisfal can communicate with any creature within 100 feet with which he shares a language.

Vision (Su) At will, a Guardian of Tirisfal can cast *vision* as a sorcerer of his character level, but only receives information specific to demonic influences.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +4.

Organization: There can be only one Guardian of Tirisfal at a time.

Challenge Rating: Same as the base creature +1.

Treasure: A Guardian of Tirisfal is usually gifted several magic items by the archmages who imbue his power. The specific items are different with each Guardian of Tirisfal.

Alignment: Must be lawful good or lawful neutral at the time of the ceremony. The creature does not lose the template's features if its alignment changes after they have already been applied.

Level Adjustment: Same as the base creature +2.

Sample Guardian of Tirisfal

There have been many guardians throughout history from all walks of life. Aranda was just one in a long line of guardians. She served the wizards of Dalaran long ago. Years later, Medivh becomes the last in the line of guardians, but perhaps one day a new guardian will be empowered.

Aranda, female human Guardian of Tirisfal Ftr7: CR 8; Medium humanoid (human); HD 7d10+14; hp 52; Init +4; Spd 20 ft. (out of armor 30 ft.); AC 24; touch 12; flat-footed 24; Base Atk +7; Grp +10; Atk +12 melee (1d8+4/x3, *+1 warhammer*); Full Atk +12/+7 melee (1d8+4/x3, *+1 warhammer*), or +8 ranged (1d8+3/x3, masterwork composite longbow [Str +3 SA banishing strike (DC 16), smite outsider; SQ ageless, distant sight, *contact other plane*, *detect outsiders*, divine grace, guardian immunities, *locate creature*, spell resistance 12, telepathy, *vision*, human traits; AL LG; SV Fort +10, Ref +7, Will +9; Str 17, Dex 10, Con 15, Int 13, Wis 15, Cha 16.

Languages Spoken: Common, Eredun.

Skills: Climb +8, Diplomacy +7, Gather Information +5, Handle Animal +8, Jump +8, Knowledge (nobility and royalty) +3, Profession (military commander)† +7, Ride +7, Swim +8.

Feats: Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Quickdraw, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: +1 full plate, +1 heavy steel shield, +1 holy evil outsider bane warhammer, masterwork composite longbow (Str +3), 20 adamantine arrows, *ring of protection +2.*

pacitate them. However, he is moderately concerned about his cover being blown with the Lordaeron leadership and will not act out of character in public.

Combat

Medivh's tactics are often erratic, depending upon which personality is in control at the time. Nonetheless, the common theme with both personalities is to stay at range and harass enemies with potent spells. He often casts only a few spells and then retreats for a few rounds to strike again later from another direction.

Jaina Proudmoore

13th-level wizard/4th-level archmage

Female Human: CR 17; Medium humanoid (human); HD 17d4+17, hp 60; Init +7; Spd 30 ft.; AC 27, touch 16, flat-footed 24; Base Atk +8; Grp +8; Atk +9 melee (1d6, staff); Full Atk +9/+4 melee (1d6, staff), or +9/+4 melee (1d4+1/19–20, *+1 silver dagger*); SA arcane fire (560 ft., 4d6 + 1d6/spell level), mastery of elements, spells, spell-like abilities, +1 attack vs. orcs; SQ human traits; AL LG; SV Fort +11, Ref +13, Will +19; Str 10, Dex 16, Con 13, Int 27, Wis 15, Cha 16.

Languages Spoken: Common, Darnassian, Orc, Thalassian.

Skills: Concentration +20, Craft (alchemy) +18, Decipher Script +18, Diplomacy +12, Gather Information +5, Knowledge (arcana) +28, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +13, Knowledge (history) +14, Knowledge (military tactics) +12, Knowledge (nature) +10, Knowledge (nobility and royalty) +16, Knowledge (religion) +11, Knowledge (the planes) +14, Profession (governor) +13, Sense Motive +6, Spellcraft +33.

Feats: Augment Summoning, Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (evocation), Spell Mastery (*blizzard*, *mage armor*, *summon water elemental V*, *teleport*), Spell Penetration.

Spells: As a 17th-level wizard.

Typical Wizard Spells Prepared (cast per day: 4/7/6/9/6/3/5/4/2/1; save DC 18 + spell level): 0—*detect magic, light, mage hand, read magic;* 1st—*comprehend languages, endure elements, feather fall, hold portal, shield, magic missile, unseen servant;* 2nd—*blur, detect thoughts, gust of wind, invisibility, knock, see invisibility;* 3rd—*blizzard* (x2), *dispel magic, nondetection, protection from energy* (x2), *slow, summon water elemental III** (x2); 4th—*dimension door* (x2), *greater invisibility, lesser geas, Rarey's mnemonic enhancer, stoneskin;* 5th—*cone of cold, feeblemind, summon water elemental V**; 6th—*disintegrate, forceful hand, freezing sphere, greater dispelmagic, trueseeing;* 7th—*banishment, force cagegreater teleport, limited wish;* 8th—*mind blank, summon water elemental VIII*;* 9th—*dominate monster.*

*This spell functions like a *summon monster* spell of the same level, but only summons water elementals.

Spell-Like Abilities: 2/day—*blizzard* (DC 22), *teleport* (DC 23). Caster level 17th; save DC 18 + spell level.

Possessions: +1 silver dagger, amulet of natural armor +3, bracers of armor +8, cloak of resistance +5, gloves of dexterity +4, headband of intellect +6, ring of protection +3, ring of wizardry III, superior staff of frost‡‡.

Background

Born the daughter of Lord Admiral Daelin Proudmoore, Jaina spent most of her life growing up in the moderate luxury of her father's coastal kingdom, Kul Tiras. As a young adult, she was a close friend of Prince Arthas and the high elf Prince Kael'thas, who vied for her affections. She also early on committed herself to the arcane society of the Kirin Tor, the mysterious ruling council of Dalaran. Under their tutelage, she mastered the art of arcane spellcasting and gained a piercing insight into the chaotic flow of events in human society. Her eyes became unshackled from the traditional hatreds and fears of her ancestors, and Jaina saw the unending debate in the ruling council of the Alliance for what it truly was — paralyzing fear that would eventually lead to the destruction of her entire race. When the prophet Medivh approached her with a daring plan to save some of her people, she listened and led a small fleet of human refugees in a migration across the great ocean. There they banded together with Thrall's orc Horde and Tyrande's night elf Sentinels to defend the mystical World Tree from the Burning Legion. Their efforts were eventually successful, and the Burning Legion's attacks were broken — but not before Jaina's people were decimated. They eventually traveled down the Kalimdor coast and settled on Theramore Isle. Since then, Jaina's settlement has forged an uneasy truce with nearby orc clans.

Roleplaying Notes

Strangers often confuse Jaina's independence and strength of spirit for a rash personality and headstrong disposition. However, the truth of the matter is that she has developed an uncanny ability to read people and identify their underlying motives and intentions. She is a true champion of her people and will do anything in her power, including laying down her own life, to ensure their survival. Jaina respects life in all its forms, and will refuse to see harm come to any innocent in her presence. She prefers action over words, leading her to develop a great admiration for Thrall's success in founding Durotar and a deep resentment of the unending, fruitless debate among the members of the High Council of Lordaeron.

Life on Theramore Isle is fairly insular, but Jaina welcomes visitors with warm lodging and hearty meals in exchange for stories about the outside world. Her people are simple, with most spending their days as kelp farmers or fishermen. In exchange for information or artifacts that might improve the lives of her people, Jaina has been known to provide arcane assistance to visitors, including occasionally teleporting travelers great distances, summoning elementals to guide them on their journeys or warding them with enchantments. In the event

that her people are faced with a dire threat, Jaina will voluntarily accompany or aid adventurers who share her goal of protecting Theramore Isle.

Combat

Against mortal foes, Jaina is merciful and tries to capture or force a surrender. Against demons and undead, Jaina is ruthless and uses her spells to their maximum potential for damage. She prefers to remain at great range.

Rhonin

10th-level wizard/7th-level sorcerer

Male Human: CR 17; Medium humanoid (human); HD 17d4+51, hp 95; Init +1; Spd 30 ft.; AC 21, touch 14, flat-footed 20; Base Atk +8; Grp +7; Atk +7 melee (1d6–1, *mindstaff*††); Full Atk +7/+2 melee (1d6–1, *mindstaff*), or +11/+6 ranged (1d8+2/19–20, *+2 light crossbow*); SA spells; SQ human traits; AL NG; SV Fort +8, Ref +6, Will +15; Str 9, Dex 12, Con 16, Int 20, Wis 13, Cha 18.

Languages Spoken: Common, Darnassian, Draconic, Dwarven, Orc, Thalassian.

Skills: Bluff +14, Concentration +23, Decipher Script +18, Knowledge (arcana) +25, Knowledge (architecture and engineering) +18, Knowledge (dungeoneering) +18, Knowledge (geography) +18, Knowledge (history) +18, Knowledge (local—Khaz Modan) +18, Knowledge (nobility and royalty) +18, Knowledge (the planes) +18, Survival +7 (+9 when getting lost, involving natural hazards, on other planes, or underground), Spellcraft +27.

Feats: Block Spell*, Enlarge Spell, Eschew Materials, Forge Ring, Iron Will, Heighten Spell, Magic Energy Control*, Maximize Spell, Mirror Spell*, Reflect Spell*, Scribe Scroll.

Spells: As a 10th-level wizard and 7th-level sorcerer.

Wizard Spells Known (cast per day: 4/5/5/4/4/3; save DC 15 + spell level): 0—*detect magic, flare, mending, open/close, prestidigitation, read magic*; 1st—*aerial shackles*††, *chill touch, disguise self, enlarge person, feather fall, lesser thorn shield*††, *magic weapon, identify, reduce person, true strike*; 2nd—*breath of fire, bull's strength, cat's grace, frost armor*, mirror image, misdirection, shatter, spider climb*; 3rd—*bladestorm*, blink, dispel magic, fly, haste, invisibility sphere, stinking cloud, slow*; 4th—*bloodlust*, greater invisibility, lesser globe of invulnerability, rain of fire*, stone shape, wall of fire;* 5th—*carrion swarm*, cloudkill, cone of cold, passwall, teleport.*

Sorcerer Spells Known (cast per day: 6/7/7/5; save DC 14 + spell level): 0—*acid splash, daze, disrupt undead, ghost sound, mage hand, read magic, resistance, restore minor damage*††; 1st—*magic missile, mana shield*††, *moonglaive*, shadow meld*, shield*; 2nd—*orb of annihilation*††, *scorching ray, searing arrows*††, *storm hammer*; 3rd—*crushing wave*††, *frost nova**.

Possessions: Mindstaff††, *+2 light crossbow, bracers of armor +7, lightning cloak*††, *mana stone*††, *ring of nine lives* (3 charges), *ring of protection +3, ring of swimming, ring of the mind*††, *potion of greater clarity*†† (x3); scroll with *greater invisibility, invisibility sphere, mass haste* and *stone to flesh.*

Note: Rhonin can use only two rings at once, of course; he normally keeps the *ring of nine lives* and *ring of protection* on except in special circumstances.

Background

Rhonin was once a promising mage of the Kirin Tor until a disastrous misadventure involving the reckless use of magic cost the lives of several wizards. He was cast into probation until the opportunity for penance arose with a dangerous mission into Khaz Modan. Along with Falstad, a dwarven fighter, and Vereesa Windrunner, an elven ranger, he agreed to undertake this seemingly impossible task. Through perseverance and a powerful desire for redemption, he freed the Dragonqueen Alexstrasza from the clutches of the Horde, depriving the orcs of their greatest weapons — the red dragons they had enslaved. Furthermore, he destroyed the Demon Soul, a magical artifact that contained the sapped energies of four of the great dragon Aspects. This act restored Alexstrasza and her fellow Aspects to full strength, allowing them

to defeat Deathwing, ruining his plans for the corruption of the world.

The statistics shown here represent Rhonin after this adventure, after he has aged somewhat and gathered a few rewards. While he was still a rogue mage, he had almost no magic items and four fewer sorcerer levels.

Roleplaying Notes

Rhonin is a studious type who knows a little bit about a great many things, but generally keeps his knowledge to himself. He is very young, but his youth disguises a spellcaster of great power and flexibility. He is reckless and hot-headed, and is known frequently not to look before he leaps, a character flaw he recognizes in himself and yet is hard pressed to keep under control.

Combat

As a quick study of his spell selection will indicate, Rhonin prefers to use his sorcerer abilities for versatility in combat while his wizard spells are usually left to more mundane tasks. He generally starts off a fight with the most powerful spells at his disposal, working his way down to employing *searing arrows* in concert with his crossbow once all his other combat spells are exhausted.

Maiev Shadowsong

6th-level rogue/5th-level fighter/10th-level warden††

Female Night Elf: CR 22; Medium humanoid (night elf); HD 16d6+5d10+105, hp 188; Init +8; Spd 30 ft.; AC 36, touch 23, flat-footed 28; Base Atk +18; Grp +25; Atk +32 melee (2d4+17/15–20, *umbra crescent*‡‡); Full Atk +32/+27/+22/+17 melee (2d4+17/15–20, *umbra crescent*‡‡), or +29/+24/+19/+14 ranged (1d4+8/19–20, *+2 returning daggers*), or +33 ranged (2d4+14/15–20 plus *shadow strike*, *umbra crescent*‡‡); SA *avatar of vengeance*, *slicing torrent* 1/day (DC 28), *lesser shadow strike* 3/day, sneak attack +3d6, spells; SQ superior low-light vision, blink 3/day, evasion, shadowmeld, trapfinding, trap sense +2, uncanny dodge, resistance to cold and fire 1, spell resistance 26, night elf traits; AL N; SV Fort +19, Ref +27, Will +16; Str 24, Dex 26, Con 20, Int 12, Wis 21, Cha 11.

Languages Spoken: Common, Darnassian, Taur-ahe.

Skills: Gather Information +9, Hide +44, Listen +24, Move Silently +27, Search +10, Sense Motive +15, Spot +24, Survival +31, Tumble +27.

Feats: Dodge, Exotic Weapon Proficiency (moon sword), Fan of Knives†, Far Shot, Mobility, Point Blank Shot, Quick Draw, Spring Attack, Track, Weapon Focus (moon sword), Weapon Specialization (moon sword).

Typical Warden Spells Prepared (cast per day: 4/3/3/2; save DC 15 + spell level): 1st—*expeditious retreat, feather fall, pass without trace, true strike*; 2nd—*delay poison, detect thoughts, see invisibility, zone of truth*; 3rd—*darkvision, hold person* (x2); 4th—*freedom of movement, greater invisibility.*

Possessions: Umbra crescent‡‡, 4 *+2 returning daggers, bracers of armor +8, cloak of jagged edges*‡‡, *Vaion jewel*‡‡, *gloves of Dexterity +6, belt of giant's strength +6, ring of protection +5, potion of cure serious wounds.*

Background

When the demons first came to Azeroth 10,000 years ago and blasted Kalimdor apart, Maiev Shadowsong was a young Kaldorei and could do little but observe the destruction. She witnessed red-skinned monsters stomping across the ground, slaughtering her family and friends. Fire rained from the heavens, and Azshara, the sorcerer-queen, continued to summon ever more monstrosities into the world. Maiev was horrified. When she miraculously survived the War of the Ancients and traveled to Mount Hyjal, she was certain that arcane magic was a horrid, filthy power that had brought doom to

the world. The second Well of Eternity's creation shocked Maiev, and she was glad when Malfurion imprisoned Illidan beneath the earth. In fact, she approached the druid and demanded that she be allowed to watch over him, ensuring that he never escaped to wreak his evil. The young elf's zeal and skills impressed Malfurion, and he appointed her Illidan's eternal warden.

Though her primary charge was Illidan Stormrage, Maiev, as senior warden, also served as bounty hunter and assassin of enemies and escaped criminals. Maiev served well for 10,000 years, training constantly. However, when the Third War came to Kalimdor, she could not prevent Tyrande Whisperwind from releasing Illidan. Shamed and angered, Maiev emerged from the deep caverns and resolved to track down the Betrayer and end his treachery once and for all. When she discovered that Illidan had consumed the *Skull of Gul'dan* and turned against the night elves, she became even more enraged. This creature had slid from her grasp, and she would make him pay.

Sinking into vengeful madness, Maiev pursued Illidan all the way to Outland. Emotion clouded her vision, and Illidan slipped away from her several times. Finally, when Maiev was all but blinded by frustration and vengeance, the Betrayer got the better of her. Maiev died alone on the red sand, unmourned, unsung, with none to remember her fall, her soul empty of all but rage.

The statistics above represent Maiev immediately before Illidan escaped.

Roleplaying Notes

Maiev is a driven, austere individual. She both fears and despises arcane magic, and shows her derision openly to its practitioners. Aloof and silent, Maiev is always concerned with her duties or latest assignment. She does not care for the company of others; she refuses to let interpersonal relationships interfere with her cause. Maiev moves with fluid, deadly grace. Her voice is velvet-covered steel. Maiev is cold; her only warmth comes from her rage when she thinks of the Legion's destruction and Illidan's horrible treason. Hers is an achingly lonely existence.

Combat

Maiev prefers to strike vulnerable targets from surprise, often sending her forces to distract the enemy while she uses her blink ability to appear behind them. She throws a *slicing torrent* against lesser opponents, or uses her Fan of Knives feat if surrounded. If facing her quarry, she uses the *umbra crescent's*‡‡ *greater shadow strike*†† ability before moving in to attack. After one strike, she blinks away and casts *hold person*. If the target succumbs to the spell, she moves forward quickly to finish him off or secure the captive. If he resists *hold person*, Maiev activates her weapon's quickened *shadow strike*†† abilities to assail her target at range. If the enemy still stands, she uses her own *lesser shadow strike*†† ability and charges into melee, where she wields her *umbra crescent* with two hands. If pressed, Maiev flees via blink, *greater invisibility* and *expeditious retreat*.

Malfurion Stormrage, Archdruid, Lord of the Night Elves

17th-level healer*/8th-level scout*/10th-level druid of the wild*

Male Night Elf: CR 38; Medium humanoid (night elf); HD 35d8+210, hp 367; Init +12; Spd 20 ft.; AC 27, touch 19, flat-footed 23; Base Atk +14; Epic Atk +8; Grp +29; Atk +34 melee (1d6+12, *Whitheroak*‡‡); Full Atk +34/+29/+24 melee (1d6+12, *Whitheroak*); SA spells; SQ superior low-light vision, dreamwalking, green sleep, improved uncanny dodge, *locate object* 1/day, swift tracker, timeless body, trackless step, trap sense +2, uncanny dodge, venom immunity, wild healing +5, wild shape 5/day, woodland stride, shadowmeld, resistance to cold and fire 5, spell resistance 30, night elf traits; AL CG; SV Fort +27, Ref +29, Will +35; Str 24, Dex 27, Con 23, Int 22, Wis 37, Cha 29.

Languages Spoken: Common, Darnassian.

Skills: Bluff +8, Climb +5, Concentration +26, Diplomacy +17, Gather Information +10, Handle Animal +29, Heal +8, Hide +13, Intimidate +5, Jump +5, Knowledge (arcana) +13, Knowledge (military tactics) +10, Knowledge (nature) +24, Knowledge (religion) +13, Listen +12, Move Silently +33, Ride +5, Search +13, Sense Motive +12, Spellcraft +25, Spot +12, Survival +21, Swim +10, Use Rope +8.

Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Dodge, Endurance, Eschew Materials, Forge Ring, Greater Spell Penetration, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Natural Spell, Spell Penetration, Track, Two-Weapon Fighting.

Spells: As a 27th-level healer.

Typical Divine Spells Prepared (cast per day: 6/9/8/8/8/8/6/6/6/6; save DC 23 + spell level): 0—*create water, detect*

magic (x2), *light, read magic* (x2); 1st—*bane, bless, bless water, divine favor, faerie fire, obscuring mist, roar, remove fear, sanctuary*; 2nd—*augury, hold person, lesser restoration, make whole, remove paralysis, shield other, silence, spider climb*; 3rd—*bestow curse, dispel magic, entangling roots** (x2), *invisibility purge, neutralize poison, remove blindness/deafness, remove curse, remove disease*; 4th—*death ward, divination, greater thorn shield* (x2), *imbue with spell ability, restoration, sending, tongues*; 5th—*hallow, healing rain** (x2), *insect plague, lesser planar ally, rejuvenation, slay living, true seeing*; 6th—*force of nature** (x2), *greater dispel magic, heal, heroes' feast, word of recall*; 7th—*destruction, greater restoration, greater scrying, regenerate, sunbeam, transmute metal to wood*; 8th—*antimagic field, discern location, greater force of nature** (x2), *greater spell immunity, holy aura, whirlwind*; 9th—*implosion, mass heal, miracle* (x2), *shapechange, summon nature's ally IX*

*Possessions: +5 hide armor, Whitheroak‡‡, belt of might**, circlet of intellect +6, cloak of resistance +5, horn of Cenarius‡‡, periapt of wisdom +6, superior boots of elvenkind**, nature's ring, ring of protection +5.*

Background

Malfurion Stormrage was just a young scholar when the Burning Legion first assaulted Azeroth. When it became apparent that the Kaldorei warriors could not defeat the demon invaders on their own, Malfurion embarked on a quest to seek aid for his people. Accompanied by his brother, Illidan, and the priestess whom they both loved, Tyrande, Malfurion searched for the reclusive demi-god, Cenarius. Eventually they found Cenarius, and convinced the demi-god to lend his assistance to the night elves. With the aid of Cenarius and his powerful allies, the Kaldorei were able to finally break the demon hordes and drive them off.

In the centuries that followed, Malfurion rose to prominence among his people and spearheaded a massive social reformation. The practice of arcane magic was outlawed, and Malfurion ushered in a new reverence for the natural environment. Druidism spread rapidly, and the night elves' civilization began to flourish once again. However, a faction of night elves, including Malfurion's brother, Illidan, reverted to their old ways and began to engage in acts of arcane sorcery. With no other options available to him, Malfurion locked Illidan in a remote prison deep beneath the earth and banished the rest of the offending night elves from the shores of Ashenvale. Many years later, the Burning Legion invaded Azeroth again. Malfurion forged an alliance between the night elves, orcs and humans and led them as one army against the demons. Ultimately, Malfurion's forces succeeded at stopping the Burning Legion, but at great cost to themselves.

Roleplaying Notes

Malfurion is the wise and peaceful leader of the night elf druids. He has a fatherly air about him, and takes great pleasure in guiding people to discover insights about themselves and the environment around them. He prefers not to solve problems directly for individuals, or to give completely thorough answers, but rather provide useful hints and advice so that others may achieve discovery on their own.

He is grateful to the orc and human armies for their assistance against the Burning Legion and welcomes visitors of those races with open arms. He also holds great respect for tauren and dwarves. However, Malfurion considers high elves and goblins extremely distasteful, and will expel them from Ashenvale whenever he encounters them. Horde and Alliance politics hold little interest for Malfurion as, in his mind, the needs of his people and their environment transcend what he considers to be petty rivalries between the other races.

Visitors who display a proper respect for the natural environment and its inhabitants will be greeted warmly by Malfurion and his druids. They welcome outsiders for short periods of time with

offers of shelter and sustenance. However, Ashenvale is the sacred home of the night elves, and Malfurion does not appreciate or tolerate prolonged visits by members of the other races. Emissaries and adventurers are occasionally welcome, but settlers and those who attempt to wrest profit from the land are expelled immediately.

Combat

Malfurion calls on nature to aid him in battle. He relies on summoned creatures, treants, dryads, night elf warriors and other allies. He supports them with spells and acts as their general. If Malfurion is encountered alone, he usually uses his spells and abilities to escape into the forests and return later with help.

Thrall, Warchief of the Horde

5th-level fighter/3rd-level healer*/10th-level blademaster*/10th-level shaman*

Male Orc: CR 28; Medium humanoid (orc); HD 15d10+13d8+224, hp 365; Init +11; Spd 30 ft.; AC 34, touch 17, flat-footed 32; Base Atk +18; Epic Atk +4; Grp +31; Atk +37 melee (2d8+25/19–20/x3 plus 1d6 lightning, *Doomhammer*); Full Atk +37/+32/+27/+22 melee (2d8+25/19–20/x3 plus 1d6 lightning, *Doomhammer*); SA +1 attack vs. humans, battle rage, critical strike, maximum damage, spells, supreme cleave, whirlwind; SQ low-light vision, command, healing touch, improved mirror image, improved strike like the wind, spontaneous casting (cure spells), weather sense +10; AL CN; SV Fort +33, Ref +22, Will +24; Str 29, Dex 24, Con 27, Int 21, Wis 22, Cha 31.

Languages Spoken: Common, Orc.

Skills: Balance +3, Bluff +15, Climb +10, Concentration +18, Diplomacy +19, Escape Artist +3, Handle Animal +15 (+17 wolves), Hide +3, Intimidate +19, Jump +10, Knowledge (military tactics) +6, Knowledge (nature) +7, Move Silently +3, Perform (melee showmanship) +15, Ride +9, Sense Motive +11 Spellcraft +15, Survival +11 (+26 weather sense), Swim +7.

Feats: Brew Potion, Cleave, Combat Expertise, Diehard, Dodge, Endurance, Great Cleave, Improved Critical (warhammer), Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer), Whirlwind Attack.

Spells: As a 13th-level healer, with access to shaman spells and the Healing domain.

Typical Divine Spells Prepared (cast per day: 6/7/7/5/5/4/3/1; save DC 15 + spell level): 0—*create water, detect magic, light, mending, purify food and drink, read magic;* 1st—*bless, bless water, command, divine favor, remove fear, sanctuary, shield of faith;* 2nd—*augury, delay poison, fog cloud, lesser restoration, remove paralysis, soften earth and stone, wind wall;* 3rd—*bloodlust*, dispel magic, invisibility purge, remove curse, resist energy*; 4th—*control water, death ward, discern lies, divination, tongues;* 5th—*lesser planar ally, righteous might, scrying, true seeing;* 6th—*chain lightning* (x2), *find the path;* 7th—*earthquake.*

Possessions: Doomhammer's plate‡‡, Doomhammer‡‡, boots of striding and springing, amulet of natural armor +5, bracers of health +6, cloak of resistance +5, circlet of the mind +6, gloves of Dexterity +6, ring of protection +5.

Background

Born to Durotan, chieftain of the Frostwolf clan, Thrall was destined to lead his people. Just a few weeks after his birth, however, Thrall's parents were murdered by assassins from a rival clan. Left for dead in the freezing snow, Thrall only survived because a wandering group of humans stumbled upon him and brought him back to their encampment. Aedelas Blackmoore, the leader of Thrall's human rescuers, took the infant as his slave and raised him with a combination of savage beatings and brainwashing.

Thrall spent most of his early years fighting in brutal gladiatorial slave pits for the enjoyment of masses of spectators. His spirit was tempered by his early experiences, and he became determined to be free. He eventually escaped from the slave encampment where he had spent most of his life and met a group of free orcs

under the leadership of Orgrim Doomhammer. Together, they freed the rest of the orcs from imprisonment and prepared to lead their kin to freedom. In one of the last raids, Doomhammer was slain and Thrall inherited the title of Warchief of the Horde. Soon after, he was contacted in a vision by the prophet Medivh. Medivh showed him visions of the upcoming invasion of the Scourge and Burning Legion and convinced Thrall to seek a new homeland across the ocean. In a surprise raid, Thrall captured several warships from the Alliance Navy and used them to transport the Horde through the Maelstrom to the distant shores of Kalimdor. There, Thrall encountered tauren tribes, Tyrande's night elf Sentinels and Jaina's humans. After allying with them to break an invasion by the Burning Legion, Thrall's orcs settled in central Kalimdor and founded a nation called Durotar, in honor of his father. Thrall now resides in the city of Orgrimmar, Durotar's capital, and watches over his race's establishment of their new homeland.

Roleplaying Notes

Despite Thrall's open acceptance of visitors into his society, the orcs have not yet relinquished all of their old hatreds and preconceptions about other races. Still, they honor his leadership and will treat visitors to Durotar fairly, albeit somewhat roughly. He takes individuals at face value and treats them with respect until their actions prove that they should be dealt with otherwise. Even when crimes are committed, the harshest punishment that Thrall will mete out is exile — banishment into the almost lifeless wastelands of the Barrens, where the elements judge who lives and who dies.

To friends, Thrall is warm and generous, freely swapping stories and information. Hospitality is extended to everyone, but Thrall expects all visitors to contribute in some way to Orgrimmar's survival. Visiting hunters often bring meat or fur in exchange for refuge from the elements, and human traders from Theramore Isle periodically bring casks of salt ale and seed for crops. While in Orgrimmar, visitors are under Thrall's protection and he will not tolerate any threats or violence against them.

Combat

Thrall is a natural-born leader. He is rarely alone, and in battle often spends much of his time directing his troops. In solo combat his tactics are subtle. He mixes a judicious amount of melee with powerful spellcasting.

Uther the Lightbringer

13th-level fighter/10th-level paladin warrior*

Male Human: CR 23; Medium humanoid (human); HD 23d10+184, hp 310; Init +1; Spd 20 ft.; AC 34, touch 16, flat-footed 33; Base Atk +20; Epic Atk +2; Grp +30; Atk +38 melee (2d6+22/19–20/x3 plus 2d6 holy *hammer of the Lightbringer*‡‡); Full Atk +38/+33/+28/+23 melee (2d6+22/19–20/x3 plus 2d6 holy *hammer of the Lightbringer*); SA banishing strike 1/day (DC 30), smite undead and outsiders 3/day, spells, +1 racial bonus on attack rolls against orcs; SQ aura of courage, *detect outsiders, detect undead*, divine grace, divine health, greater turning 1/day, *lay on hands* (230 hit points/day), power turning 1/day, *remove disease* 1/day, turn undead 17/day; AL LG; SV Fort +23, Ref +24, Will +31; Str 26, Dex 12, Con 27, Int 15, Wis 27, Cha 30.

Skills: Diplomacy +43, Knowledge (military tactics)* +31, Knowledge (nobility and royalty) +31, Knowledge (religion) +20, Profession (military commander)† +32.

Feats: Bash*, Beloved Commander†, Big Smash‡‡, Cleave, Determined Command†, Extra Turning, Foe Hunter (forest trolls) ‡, Foe Hunter (orcs) ‡, Great Cleave, Greater Weapon Focus (greathammer), Greater Weapon Specialization (greathammer), Improved Critical (greathammer), Leadership, Power Attack, Weapon Focus (greathammer), Weapon Focus (greathammer), Weapon Specialization (greathammer).

Typical Paladin Warrior Spells Prepared (4/4/4/3; save DC 18 + spell level): 1st—*bless, divine favor, protection from chaos, shield of faith*; 2nd—*divine grace*‡†, *remove paralysis, resist energy, shield other*; 3rd—*discern lies, hooks of binding*‡‡, *magic circle against chaos, remove blindness/deafness*; 4th—*dispel chaos, dispel evil, freedom of movement*

Possessions: +5 adamantine full plate of heavy fortification, hammer of the Lightbringer‡‡, belt of giant's Strength +6, gloves of haste††, goggles of night, ioun stone (lavender and green), regal cape‡‡, Vaion jewel‡‡, ring of protection +5, ring of spell turning, wand of dispel magic (10th level), *wand of greater healing light††, potion of invulnerability** (x4), scroll of *break enchantment* (x4).

Background

Prior to the Second War, Archbishop Farol of Lordaeron created an elite fighting force of divine knights — champions imbued with the Holy Light's power. The archbishop ordained many warriors into this new order called the Knights of the Silver Hand, the first of whom was Uther. Uther was the paladins' first captain and a great man. He served as military advisor to King Terenas in the Second War and employed his tactical skills to combat the Horde. He, along with several other heroes, led the Alliance forces as they drove the orcs south into Azeroth and the Dark Portal, and finally defeated them entirely.

Uther continued to lend his talents to Lordaeron after the Second War. He never had a family of his own; and, as King Terenas was like a brother to him, the crown prince Arthas became like a favored nephew. Uther trained the young boy and inducted him into the paladins' ranks when Arthas was but nineteen years old. Uther and his paladins hunted the new Horde after Thrall's ascendance, but never managed to corner the cunning warlord. Taking command of Lordaeron's armies as the Third War began, Uther advised Arthas against pursuing his hatred to Northrend. Arthas did not listen, and the next time Uther saw his adopted nephew Arthas had become a death knight. Uther fought valiantly, tears of anger and love in his eyes, but Arthas ran him through. The Alliance considers Uther one of its greatest heroes, and a small shrine to the fallen general stands in the Western Plaguelands.

The statistics above represent Uther at the Third War's beginning.

Roleplaying Notes

Uther is in his mid-sixties, and gray colors his brown hair and short beard. His armor is brilliant gold, proudly displaying the image of the Silver Hand. Though zealous and weathered, Uther's eyes show kindness and wisdom. He is Lordaeon's self-appointed defender, but regrets that violence is the only way to solve some problems. He does not suffer fools. Possessing a rich, commanding voice and great physical strength, Uther is also capable of gentleness and compassion. He is the epitome of the paladin warrior — a mighty foe to his enemies and a bastion of hope to his allies.

Combat

Uther strides directly into melee, placing himself in the center of the most brutal combat. He places himself in danger to spare his allies. He is at his peak against demons and undead, and brings his full array of spells and abilities to bear against these creatures — smites, banishing strikes, power turning, *searing light* from his hammer, *hooks of binding*‡‡, and *dispel evil*. He uses *lay on hands* to blast undead that resist his hammer. Against truly mighty opponents, Uther attacks with his Big Smash‡‡ feat. He prefers leading others into battle, but fights alone if the situation warrants. Uther endangers himself to help others if he must, and is willing to sacrifice himself for others — but he does not do so foolishly, as he knows how valuable he is to Lordaeron.

Tyrande Whisperwind, Priestess of Elune

7th-level healer*/10th-level priest*/7th-level huntress*

Female Night Elf: CR 25; Medium humanoid (night elf); HD 17d8+7d10+120, hp 235; Init +6; Spd 30 ft.; AC 34, touch 16, flat-footed 33; Base Atk +15; Epic Atk +2; Grp +22; Atk +29 ranged (1d8+10/x3 plus 1d6 fire, *bow of Elune*‡‡); Full Atk +29/+24/+19 ranged (1d8+10/x3 plus 1d6 fire, *bow of Elune*); SA divine urge, spells, turn undead (11/day); SQ superior low-light vision, aura, divine defense, healing touch, mounted command, mounted expertise, protection domain, spontaneous casting (*cure* spells), woodland ride, night elf traits; AL LN; SV Fort +28, Ref +21, Will +32; Str 20, Dex 23, Con 21, Int 20, Wis 35, Cha 26.

Languages Spoken: Common, Darnassian, Thalassian, Taur-ahe.

Skills: Bluff +13, Climb +9, Concentration +16, Diplomacy +17, Gather Information +13, Handle Animal +18, Heal +17, Intimidate +10, Jump +9, Knowledge (arcana) +15, Knowledge (military tactics) +10, Knowledge (nature) +9, Knowledge (religion) +15, Listen +17, Ride +22, Sense Motive +17, Spellcraft +18, Spot +17, Survival +18, Swim +10.

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Expert Rider*, Far Shot, Improved Mounted Combat, Lightning Reflexes, Martial Weapon Proficiency (composite longbow), Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Spells: As a 17th-level healer.

Typical Divine Spells Prepared (cast per day: 6/9/9/9/9/7/7/6/5/3; save DC 22 + spell level): 0—*create water*, *detect magic*, *light*, *mending*, *purify food and drink*, *read magic*; 1st—*bane*, *bless*, *command*, *comprehend languages*, *detect undead*, *protection from evil*, *remove fear*, *shield of faith;* 2nd—*aid*, *augury*, *align weapon (good)*, *gentle repose*, *lesser restoration*, *make whole*, *moonglaive**, *remove paralysis;* 3rd—*create food and water*, *daylight*, *dispel magic*, *invisibility purge*, *remove blindness/deafness*, *remove curse*, *remove disease*, *searing light*; 4th—*death ward* (x2), *dimensional anchor*, *discern lies*, *divination*, *freedom of movement*, *neutralize poison*, *restoration;* 5th—*mark of justice*, *rejuvenation*, *righteous might*, *scrying*, *slay living*, *true seeing;* 6th—*greater dispel magic*, *harm*, *heroes' feast*, *mass bear's endurance*, *mass bull's strength*, *word of recall;* 7th—*destruction*, *greater restoration*, *greater scrying*, *holy word*, *refuge*, *resurrection;* 8th—*dimensional lock*, *discern location*, *greater spell immunity*, *holy aura;* 9th—*miracle*, *starfall**.

Domain Spells: 1st—*sanctuary*; 2nd—*shield other*; 3rd—*protection from energy* ; 4th—*cure critical wounds* ; 5th—*mass cure light wounds*; 6th—*heal*; 7th—*regenerate*; 8th—*mass cure critical wounds*; 9th—*mass heal*.

Possessions: Full plate of Elune‡‡, bow of Elune‡‡, amulet of natural armor +5, ring of protection +5, aerial scout (x3), *tiara of Elune‡‡*.

Background

Tyrande was a devout priestess of the goddess Elune and a masterful archer. Since early adolescence, Tyrande had been smitten by the handsome young druid, Malfurion, and she later fell in love with him. When Malfurion first learned of the dangers of practicing arcane magic, she was one of the only night elves who listened to him and believed his warnings. After the Burning Legion first invaded Azeroth, Tyrande accompanied Malfurion and his brother Illidan on their quest to find Cenarius. Her skills in combat protected the brothers on the hazardous journey and enabled them to find and secure aid for the faltering Kaldorei armies.

After the demons had been defeated and the druids descended into the Emerald Dream, Tyrande led the defense of Ashenvale. Leading an army of female archers and huntresses known as the Sentinels, she kept watch over the forestlands for centuries.

When the Burning Legion reached Ashenvale the second time, Tyrande commanded the defensive forces. She released Illidan from his subterranean prison in an attempt to use him to defeat the leaders of the Burning Legion. When her plan backfired and Illidan fled from Ashenvale, Tyrande awoke the druids. She worked with Malfurion and his druids, as well as the allied human and orc armies, to contain the amount of damage caused by the demon legions and was able to ultimately defeat them.

Roleplaying Notes

Tyrande is the passionate, and occasionally rash, leader of the night elf Sentinels. She is also the High Priestess of the Moon, and worships Elune with total submission and adoration. She loves Malfurion and will do almost anything to help or protect him. Likewise, as the leader of her race's guardians, she is ready to lay down her life to protect other night elves.

She is highly suspicious of outsiders from other races, and only rarely volunteers advice or assistance to them. The most she will offer to do for visitors is to provide a small escort of archers or huntresses to guide them, as well as to secretly keep tabs on them and prevent them from despoiling her homeland in any way. As she grows to know outsiders better, she tends to open up more to them and can become quite friendly. She often develops a deep respect and camaraderie with anyone who fights side-by-side with her on the battlefield, and appreciates the assistance of strangers even if she doesn't display or communicate that appreciation very well.

When confronted by enemies, she never hesitates to attack and prefers to not let any escape alive. Her duty to protect her people from danger is greater than her own personal moral code about fighting with honor. If an enemy turns to flee, she will gladly take the opportunity to put a cluster of arrows deep in his back.

Combat

Tyrande rides a mighty female frostsaber tiger named Ash'alah into battle. She prefers to fight in forests where she is most comfortable. She uses her speed and mobility to stay at range while peppering enemies with lethal bow shots. She uses her most powerful spells if severely outnumbered or the battle is going poorly.

Alleria Windrunner

5th-level fighter/5th-level barbarian/10th-level elven ranger*

Female High Elf: CR 21; Medium humanoid (high elf); HD 5d10+5d12+10d8+40, hp 145; Init +6; Spd 40 ft.; AC 24, touch 15, flat-footed 19; Base Atk +20; Grp +22; Atk +25 melee (1d6+5, *+3 composite longbow of speed* swung as a quarterstaff); Full Atk +25/+20/+15/+10 and +25 melee (1d6+5, *+3 composite bow of speed* swung as a quarterstaff), or +30/+25/+20/+25 and +30 ranged (1d8+5/19–20/x3, *+3 composite longbow of speed* with *+1 arrows*); SA arcane ability, rage 2/day, extended range (+100 ft.), favored enemies (dragons +2, elementals +2, orcs +10, undead +2, vermin +2), arrow cleave, bow strike, keen arrows, spells; SQ low-light vision, empowered magic, magic addiction, fast movement, uncanny dodge, trap sense +1, improved uncanny dodge, heightened perception, woodland stride, swift tracker, anticipation, high elf traits; AL CG; SV Fort +17, Ref +15, Will +6; Str 15, Dex 22, Con 14, Int 11, Wis 13, Cha 16.

Languages Spoken: Common, Thalassian.

Skills: Craft (bowmaking) +8, Knowledge (nature) +12, Hide +22, Listen +11, Move Silently +22, Spot +16, Survival +13.

Feats: Alertness, Bull's-Eye (longbow)†, Close Shot*, Dodge, Far Shot, Improved Precise Shot[B], Manyshot[B], Mobility, Point Blank Shot, Rapid Shot[B], Shot on the Run, Track, Trick Shot*.

Extended Range (Ex): Alleria can add 100 feet to the range increment of any bow she wields. Her composite longbow, with her Far Shot feat, thus has a range increment of 265 feet.

Spells: As a 10th-level elven ranger.

Typical Elven Ranger Spells Prepared (cast per day: 3/2/2/1; save DC 11 + spell level): 1st—*detect snares and pits*, *longstrider*, *resist energy*; 2nd—*cat's grace*, *searing arrows*†; 3rd—*cure moderate wounds*, *strike as the wind*††, *freedom of movement*.

Possessions: +4 studded leather armor of the woodlands (+5 bonus on Hide, Move Silently, Listen and Survival checks in wooded terrain), *+3 composite longbow of speed* (Str 15; constant *haste* effect when used in combat), *amulet of natural armor +2*, *boots of elvenkind*, *cloak of elvenkind*, *runed bracers* (SR 17)††, *endless quiver +1* (produces an infinite supply of *+1 arrows*), *ring of feather falling*, *ring of jumping*, *potion of cure critical wounds* (x3).

Background

Alleria Windrunner served with the Alliance during the Second War against the orcish Horde. Most of her family was slain when the Horde devastated Quel'thalas (her two sisters —Sylvanas, currently Queen of the Forsaken, and Vereesa, a ranger who helped Rhonin free Alexstrasza — survived to become heroes in their own right); in memory of her people, Alleria vowed revenge against all orcs. She and a group of other rangers soon began a campaign to root out and destroy the survivors of the Bleeding Hollow Clan.

Some time later, Alleria accompanied Khadgar, Danath, Turalyon, Kurdran and Sky'rie through the Dark Portal to Draenor in an attempt to end the threat of further Horde invasions. She fought Deathwing and later aided in defending Khadgar when he finally closed the last Dark Portal to Azeroth, after which Draenor itself was sundered in a fiery cataclysm. Alleria, along with her surviving allies, leapt into the Twisting Nether and has not

been seen since. The statistics provided here represent her abilities as of the point she vanished, and are appropriate for roleplaying should she ever return to Azeroth.

Roleplaying Notes

Alleria is a superb forest fighter who prefers solitude and travels with others only when forced to do so. She speaks infrequently and only in short sentences. She shows passion only where orcs are concerned, hunting them ruthlessly and without mercy.

Combat

Alleria travels in forests whenever possible and prefers to strike from hiding — especially when attacking orcs, who she believes have no honor and therefore can be killed in any way she sees fit. In battle, she uses her great speed and mobility to weave in and out of the fight, taking point blank shots with maximum efficiency. If forced into melee in a situation where she absolutely cannot fire her bow, she swings it as a quarterstaff. She wields no other weapons — Alleria's special composite bow was her father's, and she employs it exclusively.

Lords of the Burning Legion

This section presents four of the Burning Legion's leaders. Archimonde and Kil'jaeden use the Eternal template, which is detailed in Chapter Three.

Archimonde the Defiler

Male Eredar Warlock: CR 50; Gargantuan outsider (chaotic, demonic, Eternal, evil, extraplanar); HD 44d8+440, hp 792; Init +7; Spd 85 ft., fly 140 ft. (good); AC 39, touch 25, flat-footed 39; Base Atk +44; Grp +71; Atk +55 melee (2d6+22 plus 2d6 fel and 2d6 fire, claw); Full Atk +55 melee (2d6+22 plus 2d6 fel and 2d6 fire, 2 claws); Space/Reach 15 ft./15 ft.; SA epic weapons (chaotic and evil), fel strike, spells, spell-like abilities, summon infernal; SQ darkvision 120 ft., low-light vision, *true seeing*, arcane mastery, booming voice, chaotic casting, damage reduction 20/epic and 15/good, Eternal immunities, Eternal presence (4,400 ft., DC 45), fast healing 22, immortality, nether spells, regeneration 10, resistance to acid, cold, fire, electricity and sonic 10, spell resistance 35, uncanny dodge, *withering blight*, demonic traits (frightful presence DC 45), chaotic subtype, demonic subtype, evil subtype, outsider traits, Eternal traits; AL CE; SV Fort +40, Ref +35, Will +38; Str 41, Dex 16, Con 31, Int 26, Wis 26, Cha 37.

Languages Spoken: Common, Draconic, Eredun, Kalimag, Orc, Titan.

Skills: Appraise +32, Balance +30, Bluff +59, Concentration +59, Decipher Script +33, Diplomacy +63, Escape Artist +30, Gather Information +59, Hide –5, Intimidate +61, Knowledge (arcana) +33, Knowledge (history) +32, Knowledge (the planes) +33, Listen +76, Search +33, Sense Motive +68, Spellcraft +58, Spot +76.

Feats: Bash*, Combat Expertise, Craft Wondrous Item, Devour Magic†, Dire Bash‡‡, Improved Initiative, Lightning Reflexes, Paramount Spell** (*dark portal‡‡, greater finger of death‡‡, rain of chaos‡‡*), Power Attack, Quicken Spell, Silent Spell, Spell Focus (necromancy), Still Spell.

Spells: As a 20th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/10/9/9/9/9/8/8/8/8/0/0/4; save DC 24 + spell level, +2 necromancy spells):

0—*dismiss infernal‡‡, disrupt undead, ghost sound, light, mage hand, mending, open/close, prestidigitation, touch of fatigue*; 1st—*cause fear, enlarge person, inflict light wounds, magic missile, sleep*; 2nd—*cripple*, desecrate, frost armor*, shatter, unholy frenzy**; 3rd—*animate dead, contagion, magic circle against good, protection from energy*; 4th—*inflict critical wounds, rain of fire*, stoneskin, unholy blight*; 5th—*dispel good, flame strike, mass inflict light wounds, slay living*; 6th—*create undead, harm, summon monster V*; 7th—*disintegrate, destruction, planar binding*; 8th—*create greater undead, earthquake, unholy aura*; 9th—*implosion, summon monster IX, wail of the banshee*; 12th—*dark portal‡‡, greater finger of death‡‡, rain of chaos‡‡*.

Eredar Warlock Spell-Like Abilities: Caster level 24th; save DC 23 + spell level. (See **Manual of Monsters**, Chapter Two: The Burning Legion.)

Eternal Spell-Like Abilities: At will—*blasphemy* (DC 41); 1/day—*demonic doom***, *weird* (DC 43). Caster level 20th; save DC 33 + spell level.

Withering Blight (Su): Everywhere Archimonde goes he is surrounded by an aura of withering blight. Treat this as though he were casting the spell *withering blight*** centered on himself each round. He does not have to actually do anything for this effect. It happens automatically.

Background

Archimonde is Sargeras' oldest and most terrible servant. The greatest of all eredar warlocks, Archimonde serves as general and overlord for the dark titan's armies, controlling what is known as the Burning Legion — a vast horde of demons, pit lords and eredar warlocks.

Early on in his reign over the Burning Legion, Archimonde appointed the former leader of the enslaved pit lords, Mannoroth, as his second-in-command. Together, they led the Legion in the Burning Crusade — a vast war of destruction with the goal of razing every world that had been ordered and shaped by the ancient titans. Archimonde led Sargeras' forces against the young world of Azeroth, but was eventually stopped and forced into retreat by the demi-god Cenarius and the dragon Aspects.

Years later, Archimonde led the Burning Legion against Azeroth a second time. This time, he preceded the invasion with a contagion that spread quickly among the human kingdoms and transformed the infected into hideous, undead monstrosities. This time, the invasion succeeded. Archimonde's forces swept across huge portions of the world and destroyed everything in their path. However, Archimonde was eventually defeated and slain just moments from his ultimate victory as he latched onto the World Tree and tried to drain it of its power.

Roleplaying Notes

Archimonde barely acknowledges the existence of mortal creatures. To him, they are mere distractions. The only things that Archimonde respects are might and power. Since none of the mortal races on Azeroth, from either the Alliance or Horde, are capable of challenging Archimonde and his Burning Legion, he does not consider them worthy of his respect or acknowledgement. He has already destroyed scores of planets like Azeroth, and has eradicated countless races like the elves and humans. To Archimonde, the complete and utter destruction of the mortal races in Azeroth is the only objective that is worthy of pursuing. He will never negotiate unless it is with someone who he feels has the upper hand. Likewise, he always chooses brute force and violence over subtle manipulations or intrigue.

Combat

Archimonde prefers to fight only after he is certain he'll be victorious. He sends legions of demons ahead of him to weaken his foes. When he does engage, he usually goes for an immediate crushing blow. He uses all of his most powerful spells and abilities as quickly as he can.

Portfolio

Archimonde is bent on the destruction of Azeroth. He will stop at nothing to destroy the World Tree. He is pure evil, imbued with intense fel energy.

Archimonde does extra fel and fire damage with his melee attacks. Withering blight follows him wherever he goes. His arcane power is supreme, and his caster level for all arcane spells is advanced to 24th level. He has paramount spells that enable him to call and command great numbers of demons.

Kil'jaeden the Deceiver

26th-level Sorcerer/10th-level Warlock

Male Eredar Warlock: CR 59; Gargantuan outsider (chaotic, demonic, Eternal, evil, extraplanar); HD 24d8+36d4+720, hp 1,056; Init +9; Spd 85 ft., fly 140 ft. (good); AC 48, touch 34, flat-footed 48; Base Atk +24; Grp +69; Full Atk +69 melee touch (spells), or +59 ranged touch (spells); Space/Reach 15 ft./15 ft.; SA demon mastery, epic weapons (evil), spells, spell-like abilities; SQ dark vision 120 ft., low-light vision, *true seeing*, booming voice, demonic lore, enhanced conjuring, Eternal immunities, Eternal presence (6,000 ft., DC 64), extended summoning, improved ally, arcane mastery, chaotic casting, nether spells, fast healing 30, antimagic resistance, regeneration 10, damage reduction 20/epic and 15/good, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, demonic traits (frightful presence DC 64), chaotic subtype, demonic subtype, evil subtype, outsider traits, Eternal traits.; AL NE; SV Fort +50, Ref +45, Will +47; Str 40, Dex 21, Con 34, Int 37, Wis 29, Cha 46.

Languages Spoken: Common, Darnassian, Draconic, Eredun, Kalimag, Orc, Thalassian, Titan.

Skills: Appraise +64, Bluff +93, Concentration +81, Decipher Script +64, Diplomacy +84, Gather Information +75,

Intimidate +82, Knowledge (arcana) +82, Knowledge (the panes) +64, Listen +60, Move Silently +29, Search +37, Sense Motive +60, Spellcraft +84, Spot +60, Survival +44.

Feats: Augment Summoning, Automatic Quicken Spell, Combat Casting, Combat Expertise, Combat Reflexes, Craft Epic Wondrous Item, Craft Wondrous Item, Epic Spellcasting, Improved Initiative, Improved Spell Capacity (x3), Lightning Reflexes, Paramount Spell**, *chittering death*‡‡, *dark portal*‡‡, *greater finger of death*‡‡, *rain of chaos*‡‡, Quicken Spell, Silent Spell, Spell Focus (evocation), Spell Opportunity, Still Spell.

Spells: As a 56th-level sorcerer.

Sorcerer Spells Known (cast per day: 17/17/16/16/16/16/15/15/15/9/7/7/7; save DC 34 + spell level): 0—*acid splash, dancing lights, daze, ghost sound, mage hand, mending, message, open/close, prestidigitation*; 1st—*charm person, magic missile, shield, summon monster I, unseen servant*; 2nd—*acid arrow, blindness/deafness, detect thoughts, spectral hand, unholy frenzy*; 3rd—*displacement, haste, major image, slow*; 4th—*bestow curse, dimensional anchor, greater invisibility, phantasmal killer*; 5th—*carrion swarm, feeblemind, mind fog, withering blight***; 6th—*mass suggestion, mislead, repulsion*; 7th—*delayed blast fireball, insanity, vision*; 8th—*demand, maze, screen*; 9th—*energy drain, shapechange, wish*; 12th—*chittering death*‡‡, *dark portal*‡‡, *greater finger of death*‡‡, *rain of chaos*‡‡

Eredar Warlock Spell-Like Abilities: Caster level 24th; save DC 28 + spell level. (See **Manual of Monsters**, Chapter Two: The Burning Legion.)

Eternal Spell-Like Abilities: At will— *antimagic field*, *forcecage*, *greater planar binding*, *horrid wilting*, *limited wish*, *power word stun*; 1/day—*meteor swarm*, *prismatic sphere*, *time stop*. Caster level 20th; save DC 38 + spell level.

Possessions: Spaulders of Charisma +12, ring of Kil'jaeden‡‡, *ring of major spell storing*.

Background

Kil'jaeden is Sargeras' second-in-command and one of the leaders of the Burning Legion. Known as "the Deceiver," Kil'jaeden has gained a reputation for an unparalleled level of skill at duplicity and coercion. When the Burning Legion began to prepare for its second invasion of Azeroth, Kil'jaeden masterminded the corruption of the orc race on Draenor. He manipulated Gul'dan into reopening the study of necromancy and converted the orc shaman into a warlock. Through subtle guidance, Kil'jaeden manipulated Gul'dan into a position from which he could control the entire Horde. Kil'jaeden then infected the orcs with demon blood and instilled in them a constant, unending lust for combat. This bloodlust caused the leaders of the Horde to lose sight of reality and blindly accept Gul'dan's promises of a new world, teeming with life and ready for conquest.

Much later, after the orc Horde's invasion of Azeroth had been repulsed by the humans, Kil'jaeden unleashed his second plan for preparing the world for the arrival of the Burning Legion. He encased Ner'zhul in a magical, icy prison and transformed the old orc shaman into the Lich King. Kil'jaeden then hurled the Lich King into Azeroth and used him as a channel through which to corrupt key members of the human race and to begin spreading a debilitating plague.

Roleplaying Notes

Kil'jaeden the Deceiver has a highly adaptable physical presence and frequently shifts among several forms. He usually tries to assume whatever shape the people around him will trust the most or be the most awestruck by. He attains his goals through a combination of subtle coercion and blatant intimidation.

Kil'jaeden possesses an extremely long-term mindset, and views individual events as nothing more than single links in the thousand-year long chains of his schemes. Perhaps because of this outlook, Kil'jaeden is extremely tenacious and rarely lets short-term defeats or missteps prevent him from reaching his goals. If one method of completing a scheme is prevented for whatever reason, he simply finds other ways to proceed. However, he also has a long memory when it comes to individuals who, either intentionally or unintentionally, obstruct his plans. Kil'jaeden does not forget those

who hinder him in any way, and often comes back to brutally punish them later, in his own time. His bidding is typically carried out by minions or intermediaries, and Kil'jaeden rarely meets individuals face to face. When he does, it is usually to force them to his will or to slay them once and for all.

Combat

Kil'jaeden believes in his own superiority. He believes his cunning with spells is beyond compare, and is too conceited to resort to lowly physical attacks such as using his claws in battle. He would rather die than get his hands dirty.

Kil'jaeden is the ultimate caster. His every action is casting a spell or using a spell-like ability. He begins with his most powerful spells and works his way down from there. He casts his spells to impress and demoralize as much as to lay waste to entire worlds.

Mannoroth the Destructor

Male Pit Lord: CR 45; Gargantuan outsider (chaotic, demonic, evil, extraplanar); HD 45d8+585, hp 787; Init +2; Spd 50 ft., fly 40 ft. (poor); AC 44, touch 8, flat-footed 42; Base Atk +45; Grp +77; Atk +68 melee (4d6+35/17–19 plus 1d6 acid or cold, *+5 two-bladed sword*); Full Atk +66/+61/+56/+51 melee (4d6+25/17–20 plus 1d6 acid or cold, *+5 two-bladed sword*) and +66 melee (4d6+15/17–20 plus 1d6 cold or acid, *+5 two-bladed sword*), or +61 melee (2d6+20, 2 slams); Space/Reach 15 ft./10 ft.; SA death throes, doom stomp, fel strike, spell-like abilities, summon demons, sweeping cleave, tail sweep; SQ darkvision 60 ft., blood taint, damage reduction 15/good, *detect magic*, divination sensitivity, rebirth, regeneration 10, *see invisibility*, spell resistance 33, demonic traits (frightfuil presence DC 37), chaotic subtype, demonic subtype, evil subtype, outsider traits; AL CE; SV Fort +37, Ref +28, Will +29; Str 50, Dex 15, Con 37, Int 14, Wis 20, Cha 20.

Languages Spoken: Common, Eredun, Orc.

Skills: Bluff +30, Concentration +58, Diplomacy +54, Gather Information +30, Intimidate +56, Knowledge (arcana) +22, Knowledge (the panes) +27, Listen +54, Profession (military commander) +30, Sense Motive +50, Spellcraft +49, Spot +54, Survival +50.

Feats: Awesome Blow, Bash*, Big Smash‡‡, Blind-Fight, Cleave, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Weapon Focus (two-bladed sword), Improved Awesome Blow‡‡, Improved Bull Rush, Improved Critical (two-bladed sword), Leadership, Lightning Reflexes, Power Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword).

Blood Taint (Su): Those who drink the blood of Mannoroth acquire the Tainted** template.

Spell-Like Abilities: Caster level 20th; save DC 15 + spell level.

(See **Manual of Monsters**, Chapter Two: The Burning Legion.)

Possessions: +5 heavy fortification breastplate, +5 unholy wounding two-bladed sword of acid burst and icy burst, broach of shielding.

Background

Known as "the Destructor," Mannoroth was the barbaric leader of the Pit Lords when the dark titan Sargeras subjugated them and bent them to his will. When Archimonde was placed in command of the pit lords, he recognized Mannoroth's value as a brutal, bloodthirsty fighter and made the pit lord his second-in-command. Mannoroth helped lead the Burning Legion in assaults on countless worlds, and led the first invasion of Azeroth. He single-handedly slaughtered entire regiments of Kaldorei defenders and sowed chaos by unleashing squads of doomguard across the land. Although his forces were ultimately defeated and forced to flee from Azeroth, Mannoroth was pleased with the level of carnage that he had inflicted.

In preparation for the Burning Legion's second invasion of Azeroth, Kil'jaeden dispatched Mannoroth to Draenor. There, twelve clan chieftains of the orc Horde drank from Mannoroth's blood and fell prey to the curse of bloodlust. Their corruption quickly spread to the rest of the Horde and ultimately led to their ill-fated assault on the human kingdoms on Azeroth.

During the Third War, Mannoroth was slain by his greatest creation and most favored pupil, Grom Hellscream — a fitting irony, some might say.

Roleplaying Notes

Mannoroth is a simple being with no overriding ambition to change his station in life. Craving blood and carnage over everything else, he willingly acts as an enforcer for Archimonde and the Burning Legion. His only desire is to wage unending war against the mortal races of the universe. He is a terribly efficient weapon of destruction for the demonlords and can always be found at the forefront of their invasion forces.

Mannoroth has forever been cursed with an immeasurable, unending thirst for blood. Even the bloodlust of the orcs is a minor compulsion compared to the absolute addiction that bloodletting is for Mannoroth. In the absence of mortals to fight, Mannoroth often turns on his own demon kin, slaying felhounds and infernals with an unnerving sense of satisfaction. He prefers the kill to the chase, and will quickly slay mortals who are unfortunate enough to stumble upon him.

Combat

Mannoroth seeks out the most concentrated area of foes and wades into battle. He's not happy unless he's spilling the entrails of his enemies at his feet. When a victim falls, he usually spends an extra attack or two on the victim making sure the target is quite dead. This can be quite messy, which is exactly how Mannoroth likes it. In fact, he can get a bit reckless if foes are not dropping to his massive two-bladed sword at least every other round.

Tichondrius the Darkener

20th-level Wizard/10th-level Necromancer†

Male Nathrezim: CR 44; Medium outsider (demonic, evil, extraplanar, lawful); HD 8d8+33d4+164, hp 282; Init +9; Spd 50 ft., fly 90 ft. (good); AC 31, touch 23, flat-footed 26; Base Atk +13; Grp +40; Atk +40 melee (1d8+9 plus 1d6 fel and 1d6 fire, claw); Full Atk +40 melee (1d8+9 plus 1d6 fel and 1d6 fire, claws); SA death touch (3/day, 13d6), dominate, energy drain, fiendish defense, summon infernal, spell-like abilities, spells, vampiric aura; SQ darkvision 60 ft., *animate dead* (6/day), *create undead* (2/day), *death pact* (4/day), death resistance, undying, damage reduction 5/good or silver, fast healing 5, fiendish defense, spell resistance 26, evil subtype, lawful subtype, demonic traits (frightful presence DC 41), outsider traits; AL LE; SV Fort +30, Ref +31, Will +36; Str 22, Dex 21, Con 19, Int 36, Wis 27, Cha 32.

Languages Spoken: Common, Draconic, Eredun, Kalimag, Thalassian.

Skills: Bluff +57, Concentration +48, Decipher Script +33, Diplomacy +59, Disguise +55, Gather Information +55, Hide +49, Intimidate +37, Knowledge (arcana) +57, Knowledge (the planes) +45, Knowledge (undead) +57, Listen +52, Move Silently +37, Search +43, Sense Motive +40, Spellcraft +59, Spot +39.

Feats: Craft Wondrous Item, Epic Counterspell‡‡, Epic Spell Focus (necromancy), Fel Infusion††, Greater Spell Focus (necromancy), Hasten Spell††, Improved Counterspell, Improved Initiative, Iron Will, Leadership, Magic Energy Control*, Persuasive, Spell Focus (necromancy), Spell Penetration, Undead Supremacy††.

Spells: As a 33rd-level wizard, with access to necromancer† spells, and as an 8th-level sorcerer.

Wizard Spells Known (cast per day: 4/8/7/7/7/7/6/6/6/6; save DC 23 + spell level, DC 26 + spell level for necromancy spells): 0—all; 1st—*burning hands, charm person, death knell, expeditious retreat, identify, magic missile, mana shield*††, *mysterious purple blast*††, *obscuring mist, protection from good, ray of enfeeblement, reduce person, shadow meld*‡, *summon undead I*††, *true strike*; 2nd—*blindness/deafness, blur, cat's grace, command undead, darkness, fog cloud, fox's cunning, lesser death coil*‡, *mana burn*‡, *mind rot*††, *orb of annihilation*††, *resist energy, see invisibility, summon undead II*††; 3rd—*dark sacrifice*‡††, *death coil*‡, *dispel magic, fireball, lesser counterspell*††, *magic circle against good, protection from energy, shockwave*‡, *slow, summon monster III, summon undead III*††, *vampiric swarm*††; 4th—*animate dead, bestow curse, charm monsters, dimension door, greater death coil*‡, *greater invisibility, rain of fire*‡, *summon undead IV*††, *unholy aura*††, *wall of fire*; 5th—*dark conversion*††, *dominate person, siphon mana*††, *summon undead V*††, *telekinesis, teleport, withering blight*‡*; 6th—*create undead, globe of invulnerability, greater dispel magic, mass cripple*††, *summon undead VI*††, *symbol of fear*; 7th—*brilliance aura*††, *control undead, greater teleport, limited wish, spell turning, summon undead VII*††; 8th—*create greater undead, polymorph any object, power word stun, summon monster VIII, summon undead VIII*††; 9th—*death and decay*††, *energy drain, mass dark conversion*††, *summon undead IX*††.

Sorcerer Spells Known (cast per day: 6/9/9/8/5; save DC 21 + spell level): See **Manual of Monsters**, Chapter Two: The Burning Legion, "Dreadlord (Nathrezim)."

Spell-Like Abilities: Caster level 12th; save DC 21 + spell level. See **Manual of Monsters**, Chapter Two: The Burning Legion, "Dreadlord (Nathrezim)."

Possessions: Bracers of armor +6, ring of protection +4, mana stone††, *talisman of evasion*††, *staff of necromancy* (42 charges).

Background

As an agent of the Burning Legion, Tichondrius was charged with overseeing the Scourge uprising in Lordaeron. His primary task was to soften up the human defenses in preparation for a full assault by the demons of the Burning Legion. To accomplish this, Tichondrius orchestrated the spreading of a contagious plague across the countryside. He focused on corrupting food stores and water sources, which allowed the plague to infect a large number of humans in a very short timeframe. Once infected, humans would gradually transform into zombie-like undead minions. These zombies formed the core of the Scourge armies and severely weakened the human defenses.

Roleplaying Notes

Although Tichondrius is a powerful Nathrezim dreadlord, he rarely depends on his combat abilities and instead prefers to manipulate situations from behind the scenes. He is an exceptional diplomat, with an incredible proficiency for bribing, corrupting or otherwise coercing people into doing his will. He often attempts to come across as a friend by providing token amounts of assistance, but always requires more significant favors to be paid back in return from those he "helps." Even though he openly serves the Burning Legion, Tichondrius' first loyalty is always to himself. Serving the demons was simply the easiest way for him to increase his stature and power in a short amount of time. However, Tichondrius has far greater ambitions than being a lackey for the Burning Legion, and he constantly tries to strengthen his own personal position through whatever means are available.

Combat

On the rare occasions Tichondrius is called on to fight his own battles, he engages with his most powerful spells first. The moment things look bleak, he teleports away to safety.

The roiling black clouds closed to block off Aviana's last glimpse of the afternoon sky as she beat her wings furiously against the rising wind to gain a better perspective on the nightmare below. Once a gleaming city of polished wood and marble, of silken banners and graceful spires, Suramar was being torn asunder by war between powers ancient and new. Queen Azshara and her Highborne followers had climbed to the heights of power when their heedless studies of magic brought the Burning Legion to Azeroth. Now the Kaldorei and the ancients were making one last attempt to prevent the Highborne from leaping over the brink of destruction.

Aviana saw the body of Agamaggan a short distance away. The gigantic boar sprawled atop more than four score of the enormous Doomguard that he had defeated before falling. In his wake had come Ursol and Ursoc, the twins, leading hundreds of Kaldorei archers toward the heart of the city through the opening in the Legion's defenses. The demons rushed to close the gap, fel stalkers swarming down the streets and jumping incredible distances to seize elves in their powerful jaws. Panthers who had answered Ursoc's call to battle pushed back the hounds' attack, then were blasted in turn by lightning bolts thrown by Highborne sorcerers on a nearby rooftop.

Battered and bleeding, Ursol let out a thundering roar and the earth beneath the building crumbled, swallowing both building and sorcerers. Suddenly another stalker leaped from a nearby alley, its bony horns piercing Ursol as he reared to cast a spell. Ursoc leapt to help his brother as blood spurted around the golden bands on the stalker's horns, but it was too late. As Ursoc tore the beast's body away from its head, his brother slumped to the cobblestones.

Aviana turned to the north, where Malorne led an army of dryads and elven huntresses into the temple district. Behind them came a pair of treants, boughs ablaze as they swatted at an eredar warlock casting fire toward the invading troops. Malorne paused to touch a wounded huntress with his horns and she climbed to her feet refreshed, bowing her head to the white stag. Just as the dryads pushed through a line of Highborne footmen, the gates of a nearby storehouse opened to reveal a horde of snarling ogres. The beastmen poured from windows and doors, hundreds of them, cutting into the dryads with fang and claw. Above the wind, Aviana heard a cackling laugh and saw a huddled figure leaping away from rooftop to rooftop.

She dodged aside as a pit lord lunged from a nearby tower to tackle a red dragon in mid-air, sending both tumbling into the ashen remains of the city's greatest tavern. Circling to the shore, she glided toward the spires of the Eternal Temple. Atop its highest tower, Azshara was surrounded by her cabal, their rhythmic chanting building as they worked their dark ritual. As Aviana passed, the queen's head snapped upward and they locked eyes. Aviana folded her wings close and hurtled toward the ground as a ray of purple light singed her tail feathers.

Throwing her wings open again, Aviana slowed to a glide and transformed as she reached the ground, talons stretching into legs and a feathered cloak wrapping around her. Nearby, treants battered the temple gates while Highborne cast withering spells upon them from the ramparts above. Aviana waited until the treants' violet-skinned leader had summoned another pair of the wooden guardians, then stepped forward and bowed deeply. "Lord Cenarius," she said.

"No longer do you answer to me, Raven," said Cenarius. "Today we all stand side by side, to death or victory."

"Then I am proud to call you friend," said Aviana. "But saddened to be the bearer of dire news. The bears have fallen, and the Waywatcher's forces are stalled by an army of satyrs. The demons are held in check, but our allies pay dearly in hopes of buying you success."

Across the plaza, the temple gates buckled inward as the treants collapsed from exhaustion into a pile of leaves. On the ramparts, swarms of insects engulfed the sorcerers, driving them back into the temple. "Their sacrifice will not be in vain," promised Cenarius. "Now, you must return to your mistress. Tell her that I am sorry it will end this way." Without looking back, he strode into the blackness of the temple.

Aviana stretched her wings and took to the sky. Circling the temple, she flew out over the water. The sun was a mere sliver on the horizon, but it would set too late. The goddess would not be able to avert the coming battle. As the towers of the Eternal Temple were wreathed in mystical flame, Aviana felt it beginning. Looking down into the waters, she could sense the raging power deep beneath the surface. She made a silent prayer that it would never reach Kalimdor, then soared toward the rising disc of the moon.

CHAPTER THREE: ETERNALS

This chapter explores the roles of and presents the statistics for the Eternals of **Warcraft**— the divine-like beings of Azeroth and the planes who shape the large arcs of history for good and ill. The first of part of the chapter discusses how to incorporate and use Eternals in a campaign. Then, the new Eternal template is detailed, which allows for the creation of immortals in **Warcraft**. Finally, the Eternals themselves appear — the Ancients of the night elves, the five dragon Aspects, the Elemental Lords and the titans.

Powers of Azeroth

There exist beings known only in legends to the peoples of Azeroth. Yet they are beings who have shaped not only the course of history in the world of **Warcraft**, but often the world itself: the Elemental Lords, ruling over planes of pure power and awaiting the time when they will once again serve the banished Old Gods; the titans, whom the dwarves believe created Azeroth and many of its races; the great and powerful dragons who watch over the titans' creation; the moon goddess Elune, and the demigod-like beings she created to protect and guide the creatures of the land.

They are the ancient powers. While mortals fight wars to lay claim to villages and kingdoms, the powers wage a perpetual struggle to determine who will dominate the whole of the universe, with Azeroth the nearest battlefield.

Though rarely seen in a **Warcraft RPG** campaign, the influence of the ancient powers is ever present. In this chapter, you will learn what is known about them and how they wrought Azeroth from pure chaos and formed it into the world it is today.

Ancient Powers, Mortal Pawns

In the world of the **Warcraft RPG**, the ancient powers rule supreme in their particular bastions, unsurpassed in power, knowledge and ability. Each also possesses its own personality and agenda, which has led each to interact with mortals in its own way.

In some cases, an ancient power may take an interest in a hero early in her life. The powers have an innate understanding of prophecy and divination surpassing that of mortals, and they are often aware of a hero's fate long before the hero takes her first steps onto the path of adventure. A power may send monsters to kill a nascent hero years before she has an opportunity to meddle in the power's schemes, or it may subtly assist her by quietly guiding her toward allies, information or hidden artifacts that will help her achieve her destiny.

When unable to act or unwilling to show their hands, the ancient powers use mortal heroes and villains as agents to further their own agendas — Sargeras used Azshara as his servant in an attempt to open the Well of Eternity, and the human wizard Rhonin was the cat's-paw of the dragons during the Second War. As characters in a **Warcraft** campaign reach epic levels of play, they may be approached by an ancient power and asked to undertake a quest. Characters must take care when serving an Eternal, however, as completing a task for a power may mean incredible reward in thanks for a service well performed — or utter destruction as the Eternal hides its tracks.

Epochs of Power

The first chapter of **Lands of Conflict** presents a detailed timeline for the world of Azeroth and a look at how campaigns might be set in different eras of the world's history. No matter when a campaign is set, heroes might find themselves encountering the ancient powers.

• **The Dawn of History:** Heroes have the greatest opportunity to encounter the ancient powers in campaigns set during Azeroth's earliest days. This was the golden age of the powers, when the dragons and Elune's servants watched over the young world, Elemental Lords still thought the untamed land as comfortable as their home plane, and legends claimed that the world's creators still lurked in the shadows finishing the details of their creation.

Epic campaigns set in this era can lead heroes to encounter the Eternals as they explore the untamed world or to help a young Eternal such as Aviana in the mastery of her abilities. In the late days of this period, as the Burning Legion rampages across the land and Cenarius gathers forces to confront the demons, epic-level characters may find themselves forced to choose sides and fight in the greatest battles of the ancient world.

• **The Shattered World:** In the aftermath of the War of the Ancients and the sundering of the world, the Burning Legion was forced off Azeroth. Azshara vanished, and the dragons went into hid-

ing. Even the elementals retreated, and thousands of years would pass before mortal spellcasters discovered how to summon them back across the planar boundaries.

Though the Eternals who survived were largely unseen for almost 10,000 years, characters in epic campaigns set during this era might find themselves encountering Eternals such as the satyr Lor'Xlavius as he seeks to build his dark army without attracting Elune's attention, or searching for the hidden places of Alexstrasza or Nozdormu. Humbled by Azshara's bold attempt to rise to their level of power, the Eternals of this era remain reserved and distrustful of both mortals who seek them out and mortals whom they employ.

• **The Time of Portals:** Seers and scholars maintain that the Horde's arrival through the Dark Portal heralded the return of the ancient powers to mortal events. In the years since, the great dragons and the Elemental Lords have involved themselves in the war, and both Cenarius and Sargeras have returned. As the dwarves delve deeper into the lost secrets of the titans, some have wondered whether the titans ever truly left. Epic-level characters adventuring in the current age are increasingly likely to find they have unwittingly been drawn into — or run afoul of — the schemes of a returned Eternal.

As spellcasters gain mastery over spells allowing for planar travel, modern-era epic-level adventurers can travel to nearly every hiding place of the Eternals, from the Emerald Dream and the Elemental Plane to Outland (see Chapters Four and Five for more information on these planes). The Eternals appear to have recovered from any uncertainty they suffered during their millennia of retreat, however, and heroes who seek them out do so at their own risk.

Bringing the Eternals to Life

The arrival of an Eternal, even when heroes are adventuring at epic levels, can overwhelm a campaign. Here are some touchstones for bringing an Eternal into a **Warcraft** campaign:

• **Ancient Accounts:** Chapter Two describes how legendary characters will spend years in pursuit of those who have wronged them. The immortal lifespan of Eternals allows them to collect on debts from many decades previous, and they hold grudges much longer — the great dragon Neltharion spent a lifetime disguised as a human noble, infiltrating the royal courts of Lordaeron and consolidating power in order to avenge himself upon the other dragon Aspects. If adventurers fear crossing an Eternal, they should be doubly wary of accepting a favor the Eternal might call in at a distant (and likely inconvenient) time….

I Heard You Were Dead!

As you'll see in the following chapter, a number of the Eternals died during the War of the Ancients. This doesn't, however, mean that those powers can have no influence in a game set in later eras. Many of the fallen powers still have followers 10,000 years later, such as the furbolg who follow in the path of the long-dead ursine demigods Ursoc and Ursol. Further, though written history says they perished, can Eternals who possess the immortality special quality truly die? Perhaps a "fallen" Eternal has simply slept away centuries while his wounds healed….

• **Epic Affiliations:** When starting out on her adventuring career, a character's choice of affiliation may stem easily from race or place of srcin. When Eternals enter a campaign at an epic level, a choice of affiliation must once again be made — but much more carefully. The tangled web of relationships among the Eternals means that a favor performed for one may be a slight to several others. Yet the disregard of the Eternals for most mortal allegiances might allow for a simple way to gather a multi-faction party of epic-level characters, as the Eternals issue commands that aren't easily ignored.

• **Eternal Perspective:** Ancient powers operate not just on levels of power far above mortal heroes, but also on a vastly different time scale: the youngest have lived a hundred mortal lifetimes, and their goals can lay millennia away. When a hero encounters an Eternal, he may have trouble convincing it that his epic quest is more than meaningless in the larger scope of history. When heroes are asked to undertake a mission on behalf of an Eternal, the Eternal may be unable or simply unwilling to explain the reasons behind the task to "mere mortals" who cannot possibly comprehend.

• **Unseen Powers**: An Eternal's presence might pervade a campaign; heroes on a quest for a vanished elven army may find themselves harried by a

horde of satyrs, or they may try to discover why elementals have been destroying small villages in the Barrens. Yet an Eternal who remains forever just beyond the horizon will present a tantalizing goal or a daunting foe. Eternals should appear before the characters only when they have truly earned the audience through their actions, such as by performing a great service to the Eternal or by making a formidable stand against its plans.

Eternal Adventures

Following are some adventure seeds involving the Eternals that might be used in **Warcraft** campaigns.

• **Divine Protector:** As the Eternals return to the world in the current age, Elune might decide that the time has come to replace some of her chosen protectors who fell in the War of the Ancients. If the heroes are sufficiently dedicated to Elune and the land, they might discover that the mantle of divine protector of Azeroth is thrust upon them. Unfortunately, rather than risk the heroes becoming corrupted by power like Azshara, Elune gives them all of the responsibilities of divine protectors but requires them to grow naturally into their powers and abilities. Epic-level characters who believe themselves unbeatable will suddenly find they have many powerful new enemies and a tall new ladder to climb.

• **Holy War:** Nearly every Eternal has followers in the current age, from the worshippers of Elune among the night elves to the demon cults that revere the Burning Legion. Players might be drawn into the conflicts between these groups if they are hired as mercenary guards for a holy site, or to go in search of an artifact such as the Horn of Cenarius. Such adventures are sure to draw the attention (and possibly the ire) of Eternals watching over their followers.

• **Titanquest:** The dwarves' quest for the titans has consumed them much in the way that the investigation of magic once obsessed the Kaldorei. As titan artifacts continue to be collected in Bael Modan and Khaz Modan, some among the Eternals may fear another mortal grab for power… and another cataclysmic sundering of the world and its peoples. Heroes accumulating what the Eternals feel is too much power may suddenly discover that their search for titan artifacts is hindered by an unusual number of obstacles. Alternately, epic-level adventurers serving the Eternals may be asked to protect artifacts from falling into the wrong hands.

New Template: Eternal

Many beings in the **Warcraft** universe transcend the bounds of mortal power and play key roles in the world's long history, either obvious or subtle. These beings are known as Eternals. Wielding godlike powers, they battle to destroy or save the world, to disrupt or cultivate life upon Azeroth (and elsewhere). Which great champion of good or twisted practitioner of evil will enter their ranks next?

Creating an Eternal

"Eternal" is an acquired template that may be added to any dragon, elemental, fey, humanoid, monstrous humanoid, outsider or undead (referred to hereafter as the "base creature"). The Eternal uses all of the base creature's statistics and special abilities except as noted here.

Size and Type: The base creature's size usually increases by at least one step (determined by the GM). The majority of Eternals are Huge or larger, though Medium and smaller Eternals are possible. If the creature's size changes, use Table 4–2: Changes to Statistics by Size in the *MM* to calculate changes to natural armor, Armor Class, attack rolls and grapple bonus.

The base creature's type becomes outsider (except for an elemental), though its Hit Dice, base attack bonus, skill points and other such features of its srcinal type are retained. The base creature also gains the Eternal subtype.

Hit Dice and Hit Points: An Eternal must have 20 or more Hit Dice. An Eternal receives maximum hit points for each Hit Die.

Speed: An Eternal's base land speed improves by one-third (rounded down to a multiple of 5). Overall speed increases by another 20 feet as a supernatural effect (this extra movement is negated by *antimagic field* and similar effects). For example, if the base creature's speed is 30 feet, its new speed is 60 feet.

Armor Class: Natural armor improves by +5. The Eternal gains a deflection bonus to AC equal to its Charisma bonus (if any), and a divine bonus to AC of +1 for every 10 Hit Dice. For example, an Eternal with 35 HD has a +3 divine bonus to AC.

If the creature's size changed, see Table 4–2: Changes to Statistics by Size in the *MM* to determine its new Armor Class and to see whether its natural armor changes further.

Base Attack/Grapple: If the base creature's size increased, it gains additional Strength and an improved size bonus to grapple checks.

Attack and Full Attack: An Eternal's attacks do not automatically fail on a natural roll of 1.

If Strength or Dexterity change, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table 4–2: Changes to Statistics by Size in the *MM*.

Damage: If the base creature's size increased, its weapons (both natural and manufactured) increase in size as well.

Space/Reach: If the Eternal's size increased, the base creature's Space and Reach should be adjusted as appropriate.

Special Attacks: An Eternal retains all the special attacks of the base creature and also gains the following attacks.

Epic Weapons (Ex): An Eternal's natural weapons are treated as epic weapons aligned as the Eternal's alignment for the purpose of overcoming damage reduction. For example, the natural weapons of a chaotic evil creature are treated as chaotic- and evil-aligned weapons.

Spell-Like Abilities: Choose up to one spell of 8th level or lower per 10 Hit Dice. The Eternal may cast these spells at will as a 20th-level caster.

Choose up to one spell of 9th level or lower per 20 Hit Dice. The Eternal may cast these spells once per day as a 20th-level caster.

The save DC for all spell-like abilities is 20+ the spell's level + the Eternal's Charisma bonus (fiany).

Special Qualities: An Eternal retains all the special qualities of the base creature and also gains the following qualities. If the base creature already has one or more of these special qualities, use the better value.

Booming Voice (Ex): When an Eternal speaks or makes a sound, as a freeaction he can make his voice be heard by all creatures within a 5-mile radius.

Damage Reduction (Ex): An Eternal has damage reduction 20/epic. This overlaps but does not stack with any existing damage reduction.

Eternal Immunities (Ex): The Eternal is immune to banishment and imprisoning effects, death effects, disease, disintegration, all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), paralysis, poison, petrification, polymorphing attacks, sleep effects and stunning. The Eternal is not subject to ability damage, ability drain, critical hits, energy drain, exhaustion, fatigue or nonlethal damage.

Eternal Presence (Ex): The Eternal's mere presence is awe-inspiring. This mind-affecting ability takes effect automatically whenever the Eternal's presence is felt through sight, speech, an attack or any other means. Creatures within 100 feet per Hit Die are subject to the effect if they have fewer HD than the Eternal.

Allies of the Eternal receive a +2 morale bonus on attacks, damage rolls, saving throws, ability checks and skill checks for 4d6 rounds.

Neutral creatures must succeed on a Will save (DC 10 + half the Eternal's HD + the Eternal's Charisma modifier) or stare at the Eternal in fascination for 4d6 rounds. They can defend themselves normally, but take no other actions.

Enemies of the Eternal must succeed on a Will save (DC 10 + half the Eternal's HD + the Eternal's Charisma modifier) or be shaken for 4d6 rounds. A shaken creature becomes frightened if the Eternal threatens the victim in any way, such as by attacking, casting a spell, approaching the victim, or even looking the victim in the eye menacingly. Enemies immune to fear are treated as neutral creatures for this effect.

A potentially affected creature that succeeds at its Will saving throw remains immune to that Eternal's divine presence for one day.

Fast Healing (Ex): An Eternal has fast healing equal to half its Hit Dice.

Immortality (Ex): Eternals do not age, eat, sleep or breathe. An Eternal cannot die from natural causes or from taking massive damage.

Keen Senses (Ex): An Eternal has darkvision 120 ft., low-light vision, and is continuously affected as though by the *true seeing* spell.

Resistances (Ex): An Eternal has resistance to acid, cold, electricity, fire and sonic 10.

Spell Resistance (Ex): An Eternal has spell resistance 35 if the base creature's spell resistance is not already better.

Uncanny Dodge (Ex): An Eternal can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Dexterity bonus to AC if immobilized.

Base Save Bonuses: An Eternal gains a resistance bonus on saving throws equal to its Charisma bonus (if any) and a divine bonus to saving throws of +1 per 10 Hit Dice.

An Eternal's saving throws do not automatically fail on a natural roll of 1.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +8, Int +6, Wis +8, Cha +10. If the creature's size changed, see Table 4-2 Changes to Statistics by Size of the MM for additional changes to Strength, Dexterity, and Constitution.

Skills: An Eternal gains a +1 divine bonus per 10 Hit Dice on all skill checks.

Feats: An Eternal gains the Improved Initiative feat for free if it does not already have it.

Challenge Rating: Same as the base creature +7.

Level Adjustment: Same as the base creature +13.

The Ancients

Perhaps more so than other Eternals, the Ancients of the night elves are treated like deities. Primal spirits of the natural world when it was young, they personify its most distinct and most powerful qualities. Although several of them were effectively destroyed during the War of the Ancients and in later conflicts, they are honored still by races such as centaur, furbolgs, night elves and quilboar. Elune the Moon Goddess, Azeroth's one true deity, remains a focus of worship for the night elves and other races, while the world grows warier of what the changed Queen Azshara may attempt in the coming future.

Agamaggan

47th-level barbarian
Colossal Outsider (Eternal)

Hit Dice:	47d12+378 (942 hp)
Initiative:	+13
Speed:	60 ft. (12 squares)
Armor Class:	63 (–8 size, +9 Dex, +40 natural, +7 deflection, +5 divine), touch 18, flat-footed 54
Base Atk/Grapple:	+34/+65
Attack:	Gore +49 melee (6d6+22)
Full Attack:	Gore +49 melee (6d6+22)
Space/Reach:	30 ft./30 ft.
Special Attacks:	Rage 12/day, thundering stomp, rain of thorns, trample 4d8+32, breath weapon, epic weapons (chaotic), spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing*, fast healing 30, scent, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (4,700 ft., DC 40), immortality, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, uncanny dodge, magical beast traits, Eternal traits
Saves:	Fort +53, Ref +42, Will +45
Abilities:	Str 40, Dex 29, Con 38, Int 22, Wis 27, Cha 25
Skills:	Climb +18, Heal +19, Hide +29, Intimidate +34, Jump +14, Listen +24, Move Silently +19, Search +25, Sense Motive +27, Speak Language (Common, Darnassian, Draconic, Low Common, Taur-ahe), Spot +23, Survival +21, Swim +17
Feats:	Alertness, Awesome Blow, Blind-Fight, Combat Expertise, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Run, Self-Sufficient, Stealthy, Track
Epic Feats:	Epic Will, Incite Rage, Mighty Rage
Environment:	Any land
Organization:	Unique
Challenge Rating:	54
Treasure:	*Cape of thorns, titanbone bracers*
Alignment:	Chaotic neutral
Advancement:	By character class
Level Adjustment:	+13

Thick masses of thorny vines hang all over the body of the looming, immense boar, curling around a wrinkled snout ending in yellowed tusks that curve sharply upward. Dark, steely eyes peer out from underneath a furrowed brow. He paws the ground with a wagon-sized hoof, causing the earth to shake and rumble, and as he snorts a cloud of steaming vapor hisses from his nostrils.

Background

Night elf legend tells that Agamaggan was one of the first creatures ever to wander the raw and untamed land. Driven ever onward by his voracious appetite, he grew larger and larger and was drawn into conflict against ever more powerful creatures. Respecting that the night elves' growing mastery of magic might be a match for his raw strength, Agamaggan's wanderings

took him far from the lands of the elves and led him into battle against the savage trolls.

When the Burning Legion arrived on Azeroth and the War of the Ancients began, Cenarius journeyed to the land of the trolls to seek the assistance of Agamaggan against the invading demons. His stomach sated with trollflesh, the boar god was only convinced to bother with mortal concerns after Cenarius persuaded him that if the Legion were left unchecked, it would eventually destroy all life in the world.

Impatient for battle and unwilling to wait for a coordinated attack, Agamaggan was one of the first to assault the demons' stronghold on the shores of the Well of Eternity. Cutting through more than a thousand of the Doomguard, he entered single combat against the pit lord Mannoroth. There, after a battle that raged across the countryside, Agamaggan finally encountered the battle he could not win, and fell — but not without creating a vital weakness in the Legion's defenses that later allowed Cenarius and the night elf forces to reach the Well and end the war.

Today, the quilboar believe that wherever the blood of Agamaggan fell during his final battle, it soaked into the soil to create a mineral the quilboar call "bloodstone." Wherever bloodstone is found, giant thorns grow from the earth, and it is near these thorns that the quilboar prefer to make their homes.

Combat

Hesitation in combat is unknown to Agamaggan. He will fearlessly charge and throw his full strength against any opponent. His first assault usually concentrates on spellcasters, eliminating their unpredictability from the field of battle. In the middle of a group of opponents, he will use his special attacks to knock down a number of opponents. Believing that he can gain an enemy's strength by consuming it, he will do his best to keep fallen opponents from being recovered or revived by their allies.

Thundering Stomp (Ex): As an attack action, Agamaggan may stomp his massive hoof and do 2d8 points of damage to all creatures within 30 feet. In addition, any creature in the affected area failing a DC 20 Reflex save falls prone and must stand up before moving or attacking.

Rain of Thorns (Su): The magical *cape of thorns* worn by Agamaggan has bonded to his flesh. The beneficial counterpart to the constant pain he suffers is that with a flex of his muscles he can send

thorns shooting outward causing anyone in a 60-foot radius who fails a DC 15 Reflex save to suffer 3d8 points of damage. As it takes time for the thorns to regrow, he can only use this ability once per hour.

Trample (Ex): Reflex half DC 48. The save DC is Strength-based.

Breath Weapon (Su): Agamaggan's breath weapon is a cone of corrosive (acid) gas; he can use it once every 1d4 rounds. 70-ft. cone, damage 24d6 acid, Reflex DC 47 half.

Spell-Like Abilities: At will—*dominate animal*, *freedom of movement*, *summon nature's ally VI*, and *wall of thorns*; 1/day—*storm of vengeance*, *whirlwind*. Caster level 20th; save DC 27 + spell level.

Fast Healing (Su): Agamaggan's body is charged with the magic of the creatures he defeated and consumed in the early days of the world, causing him to heal extremely quickly. When injured, he will recover 30 hit points per round.

Scent (Ex): With his sensitive nose, Agamaggan can detect approaching enemies and track his quarry using only his sense of smell.

Portfolio

During the time he walked the wilds of Azeroth, Agamaggan proved his strength again and again until he was one of the most feared creatures in the world. Today he is the patron of the quilboar tribes, nearly all of whom revere the boar god and pray for his return. Since returning to their wilder roots, some orc clans have begun to worship Agamaggan, as have some among the night elves who respect his strength and

courage and wish for a return to the wilder and less ravaged time in which he lived. This worship usually takes the form of sacrifices and the consumption of burnt offerings, though on occasion more zealous worshippers will engage in single combat.

Aviana

23rd-level rogue/14th-level sorcerer
Large Outsider (Eternal, Shapechanger)

Hit Dice: 23d6+14d4+296 (486 hp)
Initiative: +11
Speed: 60 ft. (12 squares), fly 125 ft. (perfect)
Armor Class: 41 (–1 size, +7 Dex, +5 natural, +11 deflection, +5 *ravencloak*, +4 divine), touch 29, flat-footed 34
Base Atk/Grapple: +24/+34
Attack: *+4 longbow of frost and seeking* +33 ranged (1d8+10/x3 plus 1d6 cold)
Full Attack: 2 talons +30 melee (2d8+6), or *+4 longbow of frost and seeking* +35/+30/+25 ranged (1d8+10/x3 plus 1d6 cold)
Space/Reach: 20 ft./10 ft.
Special Attacks: Epic weapons (neutral), spells, spell-like abilities, sneak attack +12d6
Special Qualities: Darkvision 120 ft., low-light vision, *true seeing*, change shape, shadow blend, worldtongue, truth sense, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (3,700 ft., DC 39), fast healing 19, immortality, keen senses, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, uncanny dodge, trapfinding, evasion, trap sense +6, improved uncanny dodge, improved evasion, slippery mind, defensive roll, skill mastery (Bluff, Concentration, Decipher Script, Disguise, Gather Information, Hide, Listen, Move Silently, Search, Sense Motive, Spellcraft, Spot), humanoid traits, Eternal traits
Saves: Fort +22, Ref +27, Will +23
Abilities: Str 22, Dex 25, Con 26, Int 29, Wis 29, Cha 33
Skills: Bluff +21, Concentration +20, Craft (bowmaking) +17, Decipher Script +19, Disguise +19, Gather Information +30, Hide +24, Knowledge (arcana) +27, Knowledge (geography) +34, Knowledge (history) +40, Knowledge (nature) +32, Knowledge (races) +26, Knowledge (religion) +40, Listen +15, Move Silently +24, Search +17, Sense Motive +25, Spellcraft +22, Spot +24
Feats: Craft Magic Arms and Armor, Dodge, Eschew Materials, Far Shot, Flyby Attack[B], Hover[B], Improved Initiative, Manyshot, Mobility, Natural Spell, Point Blank Shot, Precise Shot, Ranged Disarm, Rapid Shot, Still Spell, Wingover[B]
Epic Feats: —
Environment: Any
Organization: Unique
Challenge Rating: 44
Treasure: *+4 longbow of frost and seeking, hat of disguise, ravencloak, amulet of proof against detection and location, ring of spell storing*
Alignment: Neutral
Advancement: By character class
Level Adjustment: +13

You hear a flutter of large wings, but see nothing until a tall figure clad in black leather steps from the shadows. Perhaps it is her loose-fitting cloak or the shadows cast across her face by a broad-mouthed hood, but it is difficult to make out her race. Yet it's impossible to miss her sharp green eyes, peering out from the hood and cutting into the very center of your being.

Background

Long ago, Aviana was a normal raven, until she was chosen by Elune to deliver messages from the moon goddess to the demigod Cenarius. Soon she was carrying messages among many of the powers of the ancient world; each power granted the raven new abilities required to carry out her duties until she eventually became an equal among them.

As the Kaldorei gathered at the Well of Eternity, Aviana took the form of a night elf and joined their studies of magic. When Queen Azshara built her temple and gathered together her chosen servants to revel in their arcane power, Aviana realized the corrupting influence of magic and returned to Elune's side. During the War of the Ancients, Aviana would occasionally take mortal form and guide groups of endangered humans or night elves away from the Doomguard. However, most of the time she flew high above the land gathering information for Cenarius on the movements of the Burning Legion.

The native races of Azeroth depict Aviana differently. The night elves see her as an enormous raven, taller than even the tallest tauren, but other races see her as a dove or an eagle, and she loves all such forms. Yet each race also knows her as one of its own kind, combined with scores of faces and roles — from a human wanderer or a Quel'dorei sorcerer to a dwarven explorer or a troll priest. Even the night elves revere the Lady Raven as one who walked the path of magic yet was wise enough to turn away before being corrupted. Though she is the patron of those seeking knowledge, they understand that she carefully guards that which she knows lest she let slip the secrets of the gods themselves. Still, she has a fondness for mortals that leads her to protect and aid them whenever she feels able.

Combat

Aviana prefers to keep her distance from combat, acting primarily as an observer or messenger. When drawn into battle, she will strike from a distance for as long as possible using her magic and her longbow before changing into raven form to charge and claw opponents while trying to make her way to freedom.

Spells: As a 14th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/9/9/9/8/8/7/5; save DC 21 + spell level): 0—*detect magic, detect poison, ghost sound, light, message, open/close, prestidigitation, read magic, restore minor damage;* 1st—*hypnotism, magic aura, magic weapon, obscuring mist, shadow meld**; 2nd—*blur, frost arrow*†, *searing arrows*†, *see invisibility, strike as the wind*†; 3rd—*arcane sight, hold person, illusory script, lightning bolt*; 4th—*detect scrying, dimension blink*†, *scrying, wall of ice*; 5th—*contact other plane, pass unknown*†, *wall of force*; 6th—*analyze dweomer, greater dispel magic, repulsion*; 7th—*limited wish*.

Spell-Like Abilities: At will—*legend lore, phase door, screen*; 1/day—*gate*. Caster level 20th; save DC 31 + spell level.

Change Shape (Su): Though her natural form is that of a Large raven, Aviana can assume the shape of any humanoid from Small to Large size. In humanoid form, she loses her natural attacks as well as her ability to fly naturally and to use the related bonus feats. She can remain in any form indefinitely, and her changes in form cannot be dispelled. A *true seeing* spell or ability reveals her natural form.

Shadow Blend (Su): In any condition of illumination other than full daylight, Aviana can disappear into the shadows, giving her total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Worldtongue (Su): Aviana can understand and speak any language.

Truth Sense (Sp): Aviana can *discern lies* at will as per the spell.

Portfolio

In serving a wide array of masters, Aviana in turn developed a wide range of influence. Her primary role is that of messenger, carrying information from one god to another and, on occasion, from the gods to mortals. These messages, combined with her own studies and observations, have granted her an incredible wealth of knowledge that has also made her a patron of scholars. However, as she is reluctant to share her knowledge, those who pursue secrets and mysteries also follow her path. Her most ardent followers are those among the Druids of the Talon, who themselves transform into birds to gather battlefield intelligence and carry messages.

Queen Azshara

27th-level sorcerer/16th-level wizard
Huge Outsider (Eternal)

Hit Dice: 27d4+16d4+516 (688 hp)
Initiative: +5
Speed: 60 ft. (12 squares), swim 50 ft.
Armor Class: 42 (–2 size, +1 Dex, +16 natural, +13 deflection, +4 divine), touch 26, flat-footed 41
Base Atk/Grapple: +22/+41
Attack: Claw +31 melee (1d8+11 plus poison) or *javelin of Suramar* (2d6+17/x3 plus 1d6 chaos)
Full Attack: 4 claws +31 melee (1d8+11 plus poison), or *javelin of Suramar* +37/+32/+27/+22 melee (2d6+17/x3 plus 1d6 chaos), or 2 *javelins of Suramar* +35/+30/+25/+20 melee (2d6+17/x3 plus 1d6 chaos) and +31 melee (2d6+11/x3 plus 1d6 chaos), or 2 claws +31 melee (1d8+11 plus poison) and *javelin of Suramar* +31 melee (2d6+11/x3 plus 1d6 chaos), or *javelin of Suramar* +27/+22/+17/+12 ranged (2d6+17/x3 plus 1d6 chaos)
Space/Reach: 15 ft./10 ft.
Special Attacks: Epic weapons (chaos and evil), spells, spell-like abilities, chaosblast, poison, constriction, ink jet
Special Qualities: Darkvision 120 ft., low-light vision, *true seeing*, arcane overload, magical battery, sorceress supreme, heavy scales, aquatic healing, uncanny dodge, water breathing, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (4,300 ft., DC 43), fast healing 21, immortality, keen senses, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, uncanny dodge, naga traits, Eternal traits
Saves: Fort +41, Ref +30, Will +42
Abilities: Str 33, Dex 13, Con 35, Int 30, Wis 29, Cha 37
Skills: Concentration +41, Diplomacy +32, Intimidate +21, Knowledge (arcana) +46, Knowledge (nature) +12, Knowledge (religion) +17, Perform (sing) +15, Ride +26, Sense Motive +15, Spellcraft +46, Spot +13, Swim +31
Feats: Brilliant Leadership*, Combat Casting, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Fork Spell, Heighten Spell, Improved Counterspell, Improved Grapple[B], Leadership, Maximize Spell, Mounted Combat, Multiattack, Multiweapon Fighting, Quicken Spell, Scribe Scroll[B], Spell Penetration, Steal Magic†, Transcendent Spell††
Epic Feats: —
Environment: Any land
Organization: Unique
Challenge Rating: 52
Treasure: *Javelins of Suramar*‡‡, *major ring of spell storing, ring of wizardry IV, rod of absorption, minor cloak of displacement, ioun stone (lavender and green), ioun stone (vibrant purple), medallion of thoughts, pearl of power (6th level)*
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +15

The creature moves on five slithering, octopus-like tentacles, its massive round and bulbous body shifting constantly. A humanoid torso covered in thick scales rises from the body, the creature reaching at least 20 feet in height. Four arms extend from the torso, with two hands holding javelins of dark polished wood and gold-leafed tips. Despite the monstrosity of its body, the creature's face still possesses an otherworldly, feminine, almost elven beauty. Snakes writhe about her head, serving as her hair and as further eyes. A cruel smile plays across her lips, as though she is deciding whether to play with her enemies a moment longer or simply destroy them now.

Background

The night elves studied the energies of the Well of Eternity for more than a thousand years before Azshara came to the throne, but it was she who led the Kaldorei down the true path of power — and destruction. Where before the study of the energy was a part of night elven culture, Azshara turned it into an obsession, raising a jeweled palace on the shore of the Well and gathering the most talented adepts and her most trusted advisors inside.

The Kaldorei people saw only their queen's beauty and radiance when she would sing for them at high festivals and public gatherings. Inside the Eternal Palace, however, a wild-eyed Azshara fanatically drove the gathered scholars into their studies. When

some sought to research the energies' versatility, Azshara turned them instead to the development of raw power. Soon they had discovered the fundamentals of magic and found within themselves the ability to create or destroy at will.

Already transformed by the magic flowing through their veins, Azshara's advisors warned her about the irresponsible use of magic. The queen ignored their pleas and pushed her own abilities to even greater heights, drinking in magical power until it suffused every fiber of her being. Withdrawing from her people, Azshara gave herself to anything that might advance her powers — even the worship of things from the Dark Beyond. When the War of the Ancients spilled across Azeroth, the night elves found their one-time queen standing beside the demons of the Burning Legion.

After the sundering of the world, however, and for the thousands of years since, Azshara has lived under the sea and become queen of the naga. She yet seeks revenge against the treacherous night elves who defeated her, slowly readying her naga subjects in Nazjatar to show their might to all of Azeroth.

Combat

Azshara is quick to unleash the full power of her magical abilities upon opponents in combat, using feats she helped develop such as Widen Spell, Maximize Spell and Transcendent Spell to do maximum damage to the maximum number of foes. When opponents approach before she can ready a spell, she employs one of the *javelins of Suramar* forged in the workshops of the Eternal Palace to strike single opponents with a massive bolt of magical electricity. In the unlikely occasion that she finds herself on the losing side of a battle, she will fight until a majority of her magical power is spent and then leave her lieutenants to soak up damage while she makes her escape.

Spells: As a 27th-level sorcerer and a 16th-level wizard.

Sorcerer Spells Known (cast per day: 6/10/9/9/15/9/8/8/8/8; save DC 23 + spell level): 0—*acid splash, arcane mark, detect magic, detect poison, disrupt undead, mage hand, ray of frost, read magic, touch of fatigue*; 1st—*cause fear, mage armor, magic missile, mana shield††, mysterious purple blast††*; 2nd—*cripple††, mind rot††, stitch††, summon swarm, web*; 3rd—*fireball, impale††, lesser counterspell††, lightning bolt*; 4th—*absorb mana††, bestow curse, rain of fire*, shout*; 5th—*dominate person, lightning monsoon††, nightmare, siphon life††*; 6th—*circle of death, counterspell††, disintegrate*; 7th—*dark metamorphosis††, finger of death, limited wish, prismatic spray*; 8th—*binding, maze, storm, earth, and fire††*; 9th—*dominate monster, starfall††, wish*.

Typical Wizard Spells Prepared (cast per day: 4/7/7/6/6/6/5/4/3; save DC 17 + spell level): The spells Azshara knows and typically has prepared focus on raw and maximized power, such as *fireball*, *lightning bolt*, and *disintegrate*. She will not hesitate to use evil or necromantic spells such as *finger of death*, when needed, and *geas* spells to bring both enemies and allies under control. The creator of most well-known evocation spells, her spellbook contains all spells from that school through 7th level as well as many spells from other schools created by her followers.

Spell-Like Abilities: At will—*chain lightning, geas, limited wish, mass hold person*; 1/day—*summon monster IX*. Caster level 20th; save DC 33 + spell level.

Chaosblast (Su): Once per day, Azshara can release a massive blast of chaotic magical energy that does damage to all creatures in a 100-foot radius, dealing 5d8 points of damage to all creatures within 20 feet. The damage decreases as it spreads outward by 1d8 in each successive 20-foot increment, to a minimum of 1d8 points.

Poison (Ex): Azshara's claws are constantly coated in slimy poison produced naturally by her body. Injury, Fortitude DC 46, initial damage 1d6 Con, secondary damage 1d6 Con. The save DC is Constitution-based.

Constriction (Ex): Azshara can use her tentacles to make a constriction attack. On a successful grapple check, at least one of her tentacles grabs, adheres to, and begins crushing an opponent, dealing 1d10 points of constriction damage each round the grapple is maintained. Dealing 10 or more points of damage to a tentacle causes Azshara to draw it back, thus releasing her captive.

Ink Jet (Ex): Only when underwater and once every 1d10 rounds, Queen Azshara can expel an obscuring cloud of black ink. The effect is similar to an *obscuring mist* spell as cast by a 43rd-level sorcerer.

Arcane Overload (Su): Azshara's Highborne followers would pass an addiction to magic on to their high elf descendants. The Queen herself, however, has quite the opposite problem, possessing more magical power than she can contain. The wellspring of magic inside her being is so powerful that she must cast a spell of 5th level or greater every 6 hours to release some of the power or suffer 1 point of Constitution damage.

Magical Battery (Su): Artifacts and items wielded by the queen draw upon her store of magical power rather than their own. When Azshara uses a staff, wand, ring or other magical item possessing charges, she does not expend charges in order to use the item's abilities. However, whenever using an item, she must make a Will save with a DC equal to 10 + the caster level required to create the item, or she overpowers the item and it is rendered useless.

Sorceress Supreme (Su): Queen Azshara possesses such vast magical power and ability that she can cast any spell she knows of 3rd level or less at will. These spells may not be altered by the use of feats or abilities.

Heavy Scales (Ex): Azshara's torso is covered in thick, chitinous scales that grant her a +6 natural armor bonus and a +2 bonus to Fortitude saves.

Aquatic Healing (Ex): While underwater, Azshara heals at twice the normal rate.

Portfolio

During her reign, Azshara was revered by all of the Kaldorei, though only the Highborne remained at her side once she joined forces with the Burning Legion. In modern times, the naga build statues and temples to Azshara in their underwater realm and worship her as the mother of their people. On the surface, there are many who curse Azshara for the destruction she brought to Azeroth… but there are some — particularly among the high elves and blood elves, and even mages of other races — who make offerings and dedicate spells they create and items they craft to Azshara's memory in thanks for opening the doors of magical power.

Cenarius

Demigod of the Groves, 20th-level druid of the wild
Huge Outsider (Eternal)

Hit Dice:	36d6+20d8+448 (824 hp)
Initiative:	+7
Speed:	85 ft. (17 squares)
Armor Class:	26 (–2 size, +3 Dex, +12 natural, +8 deflection, +5 divine), touch 14, flat-footed 23
Base Atk/Grapple:	+18/+46
Attack:	Vine whip +38 melee (2d4+11)
Full Attack:	Vine whip +38/+33/+28 melee (2d4+11) and 2 hooves +35 melee (1d8+5) and antlers +35 melee (2d6+5); or barbs +29/+24/+19 ranged (1d6+11)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Barbed whip, epic weapons (chaotic and good), spells, spell-like abilities, thorns aura
Special Qualities:	Darkvision 120 ft., superior low-light vision, *true seeing*, booming voice, damage reduction 20/epic and 10/cold iron, Eternal immunities, Eternal presence (5,600 ft., DC 46), dreamwalking, fast healing 28, green sleep, immortality, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, trackless step, *true seeing*, uncanny dodge, unearthly grace, wild empathy, wild shape 10/day, woodland stride, fey traits, Eternal traits
Saves:	Fort +54, Ref +53, Will +68
Abilities:	Str 32, Dex 16, Con 27, Int 20, Wis 44, Cha 27
Skills:	Bluff +23, Concentration +72, Diplomacy +56, Handle Animal +34, Heal +42, Hide +59, Intimidate +25, Knowl-

edge (nature) +79, Listen +63, Move Silently +47, Search +29, Sense Motive +61, Spellcraft +49, Spot +63, Survival +93 (tracking +95)

Feats: Alertness[B], Augment Summoning, Blind-Fight, Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Eschew Materials, Great Fortitude, Greater Spell Penetration, Improved Initiative, Maximize Spell, Multiattack, Natural Spell, Quicken Spell-Like Ability (*entangling roots*, *heal*), Quicken Spell, Silent Spell, Spell Focus (conjuration), Spell Penetration, Still Spell, Track, Weapon Focus (vine whip)

Epic Feats: Improved Metamagic (x3)

Environment: Temperate forests

Organization: Unique

Challenge Rating: 44

Treasure: Double standard

Alignment: Chaotic good

Advancement: By character class

Level Adjustment: +13

The giant creature's body resembles a cross between the lower portion of an elk and the upper torso of male night elf. Standing perfectly motionless on four heavily muscled legs, the creature exudes an air of serene confidence. Its body glows with a soothing green light that strangely contrasts with the stern look on its face.

Background

Cenarius is one of the night elves' most revered demi-gods. Since the days that the night elves were known as Kaldorei, Cenarius has watched over their civilization and shepherded it away from dangers. His followers are mostly night elf druids, but he is also worshipped by a wide range of other woodland beings that live within his primordial forestlands.

Cenarius helped defeat the first invasion of Azeroth by the Burning Legion through a combination of raw power and careful diplomacy. He awoke the dragon Aspects, and led the ancient dragons into battle against the Burning Legion. After the Legion was defeated, Cenarius helped the shattered night elf civilization slowly rebuild itself. However, many years later his physical form was eventually defeated and slain by an army of demon-possessed orcs led by Grom Hellscream. Despite his death, night elf druids still worship Cenarius and spread stories about the possibility of a future rebirth of the demi-god in a new form.

Cenarius usually takes the form of a centaur-like hybrid between an elk and a night elf. His primary concern is the safety of the night elf race, but he also takes a deep interest in protecting the world of Azeroth as a whole from outside forces. His demeanor is most favorable towards night elves, but also reflects a certain respect for the spirituality of tauren and the sheer determination of humans. Orcs are highly disliked by Cenarius and high elves will be attacked or banished on sight because of their unfavorable history with the night elves.

Combat

Cenarius doesn't pull any punches when it comes to defending his groves. Threats to the natural balance are met with deadly force, not only by Cenarius but by all of the allies he can muster. He rarely enters a battle with fewer than a few dozen each of ancients**, chimaera**, hippogryphs**, mountain giants** and treants, and all the night elves he can rally.

Cenarius prefers to remain out of melee for as long as possible. He maneuvers around the main battle using trees and natural terrain to his advantage. He uses *tree stride* and *transport via plants* to reach locations where he's needed most. He bol-

sters his forces with spells. He animates plants to slow and distract his enemies. Each round he often uses one of his spell-like abilities, such as *healing rain** so that allies can retreat to him to be refreshed. For badly wounded, powerful allies, he casts *heal*. On single enemies that get too close he uses *entangling roots** or *whirlwind*. When there are no injured allies or nearby enemies to deal with, Cenarius casts *greater force of nature** and sends in more treants to the fight.

If the fight drags on and his enemies press in, Cenarius begins using his more powerful spells such as *mass heal* and *miracle*. Once finally engaged in battle himself, Cenarius continues to use trees and bushes to maintain cover and distance as best he can. He begins using a quickened spell each round, starting with *destruction* and then using *entangling roots*. He uses a quickened *heal* on himself each time his hit points drop below 600. He tries to engage in melee only when he can face a single foe, otherwise he tries to fire barbs and retreat through overgrowth each round.

Barbed Whip (Ex): Cenarius can snap his barbed whip to make an unlimited number of ranged attacks per day.

Spells: As a 23rd-level healer.

Typical Healer Spells Prepared (cast per day: 6/10/9/9/9/9/7/7/7/7; save DC 27 + spell level): 0—*create water* (x2), *detect magic* (x3), *purify food and drink*; 1st—*bless*, *bless water*, *command*, *comprehend languages*, *detect animals or plants*, *divine favor*, *remove fear*, *shield of faith*, *speak with animals* (x2); 2nd—*animal messenger*, *consecrate*, *make whole*, *reduce animal*, *remove paralysis*, *tree shape* (x2), *wood shape*, *zone of truth*; 3rd—*bestow curse*, *diminish plants* (x2), *dominate animal*, *neutralize poison*, *plant growth* (x2), *remove disease*, *speak with plants*; 4th—*command plants*, *cure critical wounds* (x2), *death ward* (x2), *dimensional anchor*, *freedom of movement*, *restoration*, *tongues*; 5th—*animal growth* (x2), *awaken*, *commune with nature*, *slay living*, *tree stride* (x2), *wall of thorns* (x2); 6th—*geas/quest*, *greater dispel magic* (x2), *ironwood*, *transport via plants* (x2), *liveoak*; 7th—*animate plants* (x2), *greater restoration* (x2), *greater scrying*, *regeneration*, *resurrection*; 8th—*destruction* (quickened) (x2), *discern location*, *holy aura*, *mass cure critical wounds (x2)*, *greater dispel magic* (silent & still); 9th—*mass heal* (x2), *miracle* (x2), *second soul*, *touch of life*, *true resurrection*.

Cenarius can spontaneously cast *summon nature's ally* spells.

Spell-Like Abilities: At will—*entangling roots** (DC 40, quickened 3/day), *greater force of nature**, *heal* (quickened 3/day), *healing rain**, *whirlwind* (DC 45); 1/day—*mass heal*, *miracle*. Caster level 20th; save DC 37 + spell level. The save DCs are Wisdom-based.

Thorns Aura (Su): Cenarius and all allies within 100 feet are continuously affected as though by the spell *greater thorn shield* cast by a 20th-level healer.

Portfolio

Cenarius has a unique connection to the Emerald Dream. He is aware of all events that take place there. He can telepathically communicate with any creature on the plane that has a language. He can *plane shift* to and from Azeroth and the Emerald Dream at will.

Elune, Goddess of the Moon

85th-level healer
Large Outsider (Eternal)

Hit Dice:	85d8+1,275 (1,955 hp)
Initiative:	+17
Speed:	60 ft. (12 squares), fly 90 ft. (perfect)
Armor Class:	67 (–1 size, +13 Dex, +5 natural, +30 deflection, +20 *circlet of the moon*) touch 42, flat-footed 54
Base Atk/Grapple:	+48/+66
Attack:	—
Full Attack:	—
Space/Reach:	15 ft./10 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	Darkvision 250 ft., low-light vision, *true seeing*, song of peace, divine power, divine knowledge, nocturnal power, moonglide, worldtongue, truth sense, healing aura, undetectable, booming voice, damage reduction 40/epic, Eternal immunities, Eternal presence (8,500 ft., DC 73), fast healing 43, immortality, keen senses, eternal resistances, spell resistance 35, uncanny dodge, Eternal traits
Saves:	Fort +66, Ref +60, Will +66
Abilities:	Str 39, Dex 37, Con 41, Int 42, Wis 49, Cha 53

Skills: Appraise +77, Balance +64, Concentration +83, Decipher Script +71, Diplomacy +88, Handle Animal +67, Heal +88, Intimidate +61, Listen +82, Move Silently +84, Perform (singing) +86, Ride +85, Search +79, Sense Motive +88, Spellcraft +88, Spot +85; see also "Divine Knowledge" below

Feats: Alertness, Balanced Command†, Beloved Commander†, Block Spell*, Brew Potion, Brilliant Leadership*, Capture Spell††, Combat Expertise, Courageous Command†, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Defend*, Deflect Spell*, Determined Command†, Devoted Leadership*, Dismissible Spell††, Dodge, Empower Spell, Endurance, Enduring Leadership*, Enlarge Spell, Eschew Materials, Expert Flyer†, Expert Rider*, Extend Spell, Forge Ring, Fork Spell††, Great Fortitude, Greater Spell Penetration, Hasten Spell††, Heighten Spell, Improved Counterspell, Improved Disarm, Improved Feint, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Link Spell††, Magic Energy Control*, Master Wand††, Maximize Spell, Mirror Spell*, Mobility, Mounted Combat, Quicken Spell, Reflect Spell*, Ride Bareback*, Run, Scribe Scroll, Silent Spell, Spell Penetration, Steadfast Command†, Steal Magic†, Still Spell, Transcendent Spell††, Transfer Magic†, Widen Spell

Epic Feats: Epic Counterspell‡‡, Excellent Command‡‡, Extended Command‡‡, Improved Metamagic, Self Command‡‡

Environment: Any

Organization: Unique

Challenge Rating: 92

Treasure: *Circlet of the moon*

Alignment: Lawful good

Advancement: By character class

Level Adjustment: +13

It's difficult to make the goddess out through the luminescence that surrounds her. You catch glimpses of alabaster skin and long, pale hair, graceful gossamer robes and a platinum circlet upon her brow. Her eyes are brilliant orbs of pure moonlight, and she smiles peacefully down upon you.

Background

Elune is the only true goddess in the world, and the most powerful Eternal in Azeroth. In the world's infancy, she protected all living things and allowed them the chance to grow and thrive. Whenever she found violence, she would cast her calming influence across the land so that peace and healing might be given another chance to thrive.

Thus it was for many centuries, until arcane energy began to leak into the world through the Well of Eternity. Despite her attempts to guide them away, she watched in horror as her spiritual children among the Kaldorei were drawn to the Well and seduced by its power. Though her companion Malorne and their child Cenarius joined her faithful among the Kaldorei in an attempt to stave off the arrival of the Burning Legion, the demons spilled across the land in a wave of death and destruction that even the moon goddess could not prevent.

After the Kaldorei went into seclusion following the War of the Ancients, Elune spent thousands of years nurturing the world back to life. Saddened by the fall of so many Eternals in the war, she pursued her task alone with only occasional visits to her son.

Just as she felt she had once again accomplished her task and brought Azeroth toward a new era of peace, the human kingdoms fell under the corrupt-

ing influence of high elven magic and crumbled into chaos. Shortly thereafter, the orcish Horde came to Azeroth and sparked a new era of warfare that threatens to consume the world like the War of the Ancients did so long ago. Though her Kaldorei followers have returned from their time in the Emerald Dream, it has yet to be seen if the moon goddess will take any direct action during this time of trouble.

Combat

Elune will never engage in combat of any kind, nor will she allow it to occur in her presence. Though she never physically manifests in the world of mortals, when she involves herself in a violent situation she will arrive invisibly and undetected and use her song of peace to calm the combatants until sunrise.

Spells: As an 85th-level healer (save DC 31 + spell level).

Spell-Like Abilities: At will—*banishment, control weather, greater dispel magic, greater heroism, greater teleport, limited wish, plane shift, polymorph*; 1/day—*binding, gate, mass hold monster, wish*. Caster level 20th; save DC 41 + spell level.

Song of Peace (Su): At will, Elune can begin to sing a quiet melody that is heard by all creatures within the range of her Eternal presence ability. For as long as Elune continues to sing, none of these creatures can make an attack of any kind. To protect them from attacks made from outside, these creatures also gain a +20 deflection bonus to AC for the duration of the song.

***Divine Power* (Sp):** Elune can cast any divine spell at will.

Divine Knowledge (Su): Elune makes all Knowledge checks as if she possessed 85 ranks of the pertinent general Knowledge skill.

Nocturnal Power (Su): Elune can only use her song of peace, divine power, and divine knowledge abilities at night.

Moonglide (Su): Elune can fly at a speed of 90 feet at will, with perfect maneuverability.

Worldtounge (Su): Elune can understand and speak any language.

***Healing Aura* (Sp):** At will, Elune can heal any creature within a 100-foot radius of all wounds, ability damage and negative levels. She can also resurrect dead creatures as per the spell *true resurrection*.

Undetectable (Su): At will, Elune can render herself invisible to all sense powers and detection spells or abilities.

Portfolio

Elune is revered by those who worship her as the mother of the world, a scion of peace and a protector of all living things. The majority of the Kaldorei strive to follow in her footsteps, though most rationalize their need to resort to violence as the shortcoming of a mortal existence. Even those who worship other powers respect Elune for the unconditional love she gives to all creatures regardless of their beliefs or actions. Though she has never shown herself in physical form on the Material Plane, all the creatures of Azeroth know that were she to do so, it would herald the arrival of a long-awaited era of peace.

Malorne

35th-level healer/10th-level druid of the wild/10th-level hunter
Large Outsider (Eternal)

Hit Dice:	35d8+10d8+10d8+450 (810 hp)
Initiative:	+14
Speed:	60 ft. (12 squares)
Armor Class:	50 (–1 size, +10 Dex, +10 natural, +25 deflection, +6 divine), touch 40, flat-footed 40
Base Atk/Grapple:	+33/+46
Attack:	Gore +42 melee (3d8+9 plus 2d6 holy)
Full Attack:	Gore +42 melee (3d8+9 plus 2d6 holy) or 2 hooves +43 melee (2d10+9 plus 1d6 good) and bite +40 melee (2d6+9 +1d6 holy)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Charge, epic weapons (lawful and good), spells, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing*, divine power, unhindered pace, healing touch, aura of calm, trackless step, venom immunity, timeless body, waywatcher, favored terrain (forest +10, plains +8, hills +6, mountains +4, desert +2), camouflage, swift tracker, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,500 ft., DC 48), fast healing 27, immortality, keen senses, resistance to acid, cold, electricity, fire and

sonic 10, spell resistance 35, uncanny dodge, magical beast traits, Eternal traits

Saves: Fort+49, Ref+35, Will+48

Abilities: Str 29, Dex 31, Con 31, Int 26, Wis 37, Cha 33

Skills: Balance+35, Climb+21, Diplomacy+28, Heal+50, Hide+45, Jump+34, Knowledge (geography) +42, Knowledge (history) +31, Knowledge (nature) +58, Listen +36, Move Silently +47, Search +41, Sense Motive +35, Speak Language (x12), Spot +31, Survival +21

Feats: Awesome Blow, Blind-Fight, Brew Potion, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Endurance, Eschew Materials, Improved Bull Rush, Improved Counterspell, Improved Initiative, Improved Overrun, Mobility, Multiattack, Power Attack, Run, Silent Spell, Spring Attack, Still Spell, Track, Weapon Focus (hooves)

Epic Feats: —

Environment: Any land

Organization: Unique

Challenge Rating: 62

Treasure: None

Alignment: Lawful good

Advancement: By character class

Level Adjustment: +13

The enormous stag is a white so pure that he radiates a soft glow, like moonlight. He stares at you with eyes that are silver pools of deep and ancient wisdom, and his mere presence gives off an aura of calm, safety, and peacefulness.

Background

Malorne the Waywatcher is one of the most ancient powers in Azeroth, and quite probably one of the first living beings in the world. Companion to Elune, father to Cenarius, and friend to every living creature, Malorne ceaselessly wandered the land in the early days of the world to guide and protect life on Azeroth.

When Malorne appears in Kaldorei history and legend, it is at the elves' moments of greatest crisis to act as a shining beacon of peace and virtue. He always appears in the form of an enormous white stag, never shifting to other forms despite the powerful magic at his disposal, and his presence alone was enough to defuse two civil wars among the night elves.

Only once did Malorne play an active part in events, when the Burning Legion invaded Azeroth through the Well of Eternity. Night elf historians say he came forward to drive back the corruption that had pervaded the world; high elven scholars argue that Malorne fought the demons so that the mortals he protected would have the opportunity to wield magic and one day walk the higher paths of power and righteousness. None will ever no for certain, for Malorne fell in the final battles of the War of the Ancients.

Combat

Malorne will only engage in combat after he has failed at all attempts to halt or forestall it. When given no other choice, he will use his aura to calm the opponents as much as possible, then employ nonlethal magic to restrain or separate combatants. Following combat, he will quickly heal all wounded combatants, regardless of which side they fought on.

Charge (Ex): Malorne deals double damage on a gore attack with his antlers, and quadruple damage on a critical hit.

Spells: As a 45th-level healer (save DC 23 + spell level).

Spell-Like Abilities: At will—*greater heroism, hold monster, phase door, summon monster VIII, waves of exhaustion*; 1/day—*gate, mass charm monster*. Caster level 20th; save DC 31 + spell level.

***Divine Power* (Sp):** Malorne can cast any divine spell at will.

Unhindered Pace (Ex): Malorne can move through any terrain or undergrowth, natural or magical, at his normal speed and without taking damage or suffering any other impairment.

***Healing Touch* (Sp):** With a touch of his antlers, Malorne can heal any creature of all wounds, ability damage and negative levels. Dead creatures can also be resurrected as per the spell *true resurrection*.

Aura of Calm (Su): Creatures within 500 feet of Malorne cannot use any type of rage or berserk ability. In addition, all creatures in this area who fail a DC 30 Will save are limited to one attack per round, regardless of any other factors. Spells with the mind-affecting descriptor have no effect when cast in or upon targets in this area.

***Waywatcher* (Sp):** Malorne may travel to and from the Emerald Dream at any time. Further, he perceives both planes constantly, as if he were simultaneously in the equivalent locations on both planes. Finally, Malorne is immediately aware of any planar travel that occurs within a 100-mile radius.

Portfolio

Malorne is revered by druids of all types as the father to all living creatures and the protector of the natural world. It is even rumored that a circle of druids exists called the Druids of the Antler that has dedicated itself to following Malorne's example and recreating his mighty powers — but this rumor has yet to be proven.

Night elves still respect and worship Malorne for his aid in the early days of their people, and temples to his memory are often erected next to temples of Elune, recognizing the close relationship between the two Eternals. Worship of Malorne among the high elves and humans is rarer and is seen mainly during the midsummer rituals of the peasants who work the land and raise animals.

Ursoc and Ursol

Ursoc

24th-level fighter/21st-level healer
Huge Outsider (Eternal)

Hit Dice:	24d10+21d8+450 (858 hp)
Initiative:	+16
Speed:	60 ft. (12 squares)
Armor Class:	53 (–2 size, +12 Dex, +20 natural, +8 deflection, +5 divine), touch 33, flat-footed 41
Base Atk/Grapple:	+33/+51
Attack:	Claw +45 melee (4d8+14), or bite +43 melee (3d10+10)
Full Attack:	4 claws +45 melee (4d8+14) and bite +40 melee (3d10+10)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, stunning roar, roar of courage, epic weapons (chaotic and good), spells, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing*, fast healing 40, scent, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (4,500 ft., DC 40), immortality, keen senses, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, uncanny dodge, magical beast traits, Eternal traits
Saves:	Fort +44, Ref +38, Will +38
Abilities:	Str 51, Dex 34, Con 51, Int 18, Wis 29, Cha 26
Skills:	Climb +27, Heal +25, Jump +22, Listen +34, Profession (brewer) +23, Spot +36, Tumble +22
Feats:	Acrobatic, Alertness, Blind-Fight, Brew Potion, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Drop Cut†, Great Fortitude, Greater Weapon Focus (claws), Greater Weapon Specialization (claws), Howl of Terror†, Improved Feint, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Natural Spell, Power Attack, Run, Spring Attack, Stand at Death's Door†, Taunt†, Weapon Focus (claws), Weapon Specialization (claws), Whirlwind Attack
Epic Feats:	Epic Summoning‡‡
Environment:	Any land, but primarily forest and mountain
Organization:	Unique
Challenge Rating:	52
Treasure:	—
Alignment:	Chaotic good
Advancement:	By character class
Level Adjustment:	+13

Ursol

24th-level fighter/11th-level healer/10th-level shaman
Huge Outsider (Eternal)

Hit Dice: 24d10+11d8+10d8+450 (858 hp)
Initiative: +11
Speed: 60 ft. (12 squares)
Armor Class: 50 (–1 size, +7 Dex, +20 natural, +9 deflection, +5 divine), touch 30, flat-footed 43
Base Atk/Grapple: +33/+48
Attack: Claw +42 melee (4d8+10), or bite +40 melee (3d10+6)
Full Attack: 4 claws +42 melee (4d8+10) and bite +37 melee (3d10+6)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, stunning roar, roar of courage, epic weapons (chaotic and good), spells, spell-like abilities
Special Qualities: Darkvision 120 ft, low-light vision, *true seeing* fast healing 40, scent, weather sense +10, elemental mastery, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (4,500 ft., DC 41), immortality, keen senses, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 35, uncanny dodge, magical beast traits, Eternal traits
Saves: Fort +42, Ref +32, Will +39
Abilities: Str 24, Dex 24, Con 30, Int 28, Wis 31, Cha 28
Skills: Climb +28, Concentration +32, Craft (woodcarving) +35, Heal +39, Hide +32, Jump +22, Knowledge (arcana) +27, Knowledge (nature) +35, Listen +30, Move Silently +31, Search +39, Spot +32, Survival +28, Swim +18, Tumble +19
Feats: Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wondrous Item, Devour Magic†, Endurance, Eschew Materials, Greater Weapon Focus (claws), Greater Weapon Specialization (claws), Improved Grapple, Improved Initiative, Improved Overrun, Improved Unarmed Strike, Leadership, Lightning Reflexes, Natural Spell, Power Attack, Quicken Spell, Run, Silent Spell, Steal Magic, Still Spell, Stunning Fist, Track, Weapon Focus (claws), Weapon Specialization (claws)
Epic Feats: —
Environment: Any land, but primarily forest and mountain
Organization: Unique
Challenge Rating: 52
Treasure: —
Alignment: Chaotic good
Advancement: By character class
Level Adjustment: +13

The enormous bears lumber forward, scanning their surroundings with much more than animal intelligence. When they turn to watch their flanks, they reveal the dark, glyph-like markings in their fur. Raising their heads and sniffing the air, they stop suddenly and flex their claws, ready for a fight.

Background

In the legends of the night elves, many of the legendary beings of their early history were heard only in whispers and seen only at a distance. Ursol and Ursoc, however, were well-known friends to the Kaldorei people. Often the giant bears would wander into villages to attend the Festival of the Moon or help with the seeding of a new Tree of Life, then stay to give children rides on their backs and share tankards of ale with the elders.

As the years passed, the twins took on many mortal traits. Ursoc took up brewing in isolated woodland clearings, and Ursol carved great statues from the dead trees of the forest. They befriended

many generations of humans and Kaldorei, and were beloved in return. For centuries, the bears counted both mortals and Eternals among their friends.

Thus, when the Burning Legion arrived on Azeroth, Ursoc and Ursol were the first to answer Cenarius' call for allies. Side by side with their fellow Eternals and the armies of the Kaldorei, the bears marched against Queen Azshara and the doomguards — giving their lives to defeat the demons.

Combat

The twins wield powerful magic and are fearsome melee combatants. Typically, they will employ teamwork in combat so that they can use both strengths simultaneously. Ursol will move into position and use his shamanistic spells, while Ursoc leaps into the fray to fight with tooth and claw. They have an instinct for leadership that helps them to inspire their allies, but they are ferociously dedicated to one another and either will step away from an engagement if his brother is in need of help.

Improved Grab (Ex): When Ursol or Ursoc hits with a claw attack, he can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stunning Roar (Su): As an attack action, either twin can roar and cause any opponents in his front arc and within 100 feet who fails a DC 20 Will save to be stunned for 1d6 rounds. They can use this ability once per hour.

Roar of Courage (Su): Either twin can use an attack action to inspire courage in his allies with a roar. Use of this ability grants all allies in a 50-foot radius a +3 morale bonus to AC and a +1 morale bonus on all saving throws for 1 hour. This ability can be used once per day.

Scent (Ex): The brothers can detect approaching enemies and track quarry using only their sense of smell.

Ursoc

Spells: As a 21st-level healer.

Divine Spells Prepared (cast per day: 6/7/6/6/6/6/4/4/4/4; save DC 19 + spell level): Ursoc concentrates on preparing offensive and summoning spells such as *force of nature** and *summon nature's ally*.

Spell-Like Abilities: At will—*animal growth*, *dominate animal*, *stoneskin*, *summon nature's ally VII*; 1/day—*summon nature's ally IX*. Caster level 20th; save DC 28 + spell level.

Ursol

Spells: As a 21st-level healer.

Divine Spells Prepared (cast per day: 6/8/7/7/7/7/5/5/5/5; save DC 20 + spell level): Ursol focuses upon preparing spells that alter the environment, such as *control weather* and *whirlwind*.

Spell-Like Abilities: At will—*call lightning storm*, *commune with nature*, *thunderclap*††, *wall of thorns*; 1/day—*earthquake*. Caster level 20th; save DC 29 + spell level.

Portfolio

Though some focus on their fierce martial aspect, Ursoc and Ursol remain primarily the patrons of those who believe in a balance between nature and all living creatures. The furbolg are the most fervent followers of the twins in the present day, following in their magical tradition and carving their fortress, Timbermaw Hold, in the form of a gigantic, growling bear head. Among the night elves, the druids of the claw take on the form of bears and wander the wilderness on a never-ending pilgrimage dedicated to the ursine Eternals. Though the destruction of the ancient Kaldorei homeland destroyed much of the land traveled by the twins, those who worship them have never given up their search for any of Ursoc's "alewells" and Ursol's carvings that may have survived to the present day.

Lord Xavius

31st-level sorcerer
Large Outsider (Augmented Humanoid, Eternal)

Hit Dice:	24d4+7d8+186 (338 hp)
Initiative:	+10
Speed:	75 ft. (15 squares)
Armor Class:	35 (–1 size, +5 Dex, +1 natural, +13 deflection, +4 *bracers of armor +4*, +3 divine), touch 30, flat-footed 34
Base Atk/Grapple:	+16/+27
Attack:	Claw +23 melee (1d6+7)
Full Attack:	2 claws +23 melee (1d6+7) and horns +18 melee (1d8+7), or *dirk of the beast* +28/+23 melee (2d8+11/18–20 plus transform)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Epic weapons (chaotic and evil), spells, spell-like abilities
Special Qualities:	Darkvision 120 ft., superior low-light vision, *true seeing*, shadowwalker,

	manipulative, demon's touch, satyr lord, bestial traits (claws, fangs, growth, hide, horns, legs, snout, tail), scent, nature sense, wild healing, spell resistance 20, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (3,100 ft., DC 38), fast healing 16, immortality, keen senses, resistance to acid, cold, electricity, fire and sonic 10, spell resistance 36, uncanny dodge, night elf traits, Eternal traits
Saves:	Fort+17, Ref+19, Will+25
Abilities:	Str24, Dex22, Con23, Int20, Wis24, Cha 37
Skills:	Concentration +24, Diplomacy +27, Heal +23, Intimidate +15, Knowledge (arcana) +34, Knowledge (planes) +24, Spellcraft +34, Survival +21
Feats:	Devour Magic†, Empower Spell, Enlarge Spell, Extend Spell, Hasten Spell, Maximize Spell, Steal Magic†, Transcendent Spell††, Widen Spell
Epic Feats:	Improved Devour Magic‡‡, Improved Metamagic
Environment:	Any
Organization:	Unique
Challenge Rating:	42
Treasure:	*Dirk of the beast, bracers of armor +4, ring of mind shielding, ring of evasion*
Alignment:	Chaotic evil
Advancement:	By character class
Level Adjustment:	+13

The beast-like creature carries himself with an elven grace, but hoofed goat's legs and a long, serpentine tail hunch him forward. Red eyes peer out from the face of a handsome night elf noble, as his long, clawed fingers gather the ragged remains of a sorcerer's silk robes around his shoulders. Though he is a monstrous creature, he is also strangely alluring, moving with a grace that seems almost supernatural....

Background

Lord Xavius was once a night elf from a noble family called by Queen Azshara to study the powers of the Well of Eternity. He proved to be one of her best students and chief advisors, and eventually became a powerful sorcerer. When it was discovered that powerful beings waited beyond the Well, Xavius led the cabal of wizards and sorcerers laboring to open the gateway and let them through. As the Burning Legion came through the portal and into Azeroth, Xavius was the first to offer his unswerving allegiance.

When Xavius attempted to prevent Malfurion Stormrage from going in search of Cenarius, Malfurion mortally wounded Xavius and threw his body into the Well of Eternity. Deep in the waters of the Well, Xavius encountered Sargeras, who valued the service the elf lord had done in opening the portal and granted him a new form and powers. Warped into the first and greatest of the hateful, shadowy satyrs, Xavius was sent back to the mortal world to spread the curse of the satyr to other night elves also consumed by lust for power.

Kaldorei history speaks of the Lord of the Satyrs appearing at crucial moments during the War of the Ancients to send his twisted minions into battle against the forces assembled by Stormrage and Cenarius. With what remained of his noble charm amplified by his magical powers, stories also tell of Xavius slipping out of the shadows to whisper lies that turned friend upon friend, and even mother upon child. What the histories don't tell, however, is the final fate of Lord Xavius. Late at night, the night elves still peer into the darkness and fear that he may yet be waiting to take his final revenge upon the Kaldorei.

Combat

Xavius prefers to let others do his fighting for him, using spells such as *charm*, *hypnotism*, and *geas* to control as many of his enemies as possible and

turn them upon one another. Once combat begins, he will use his shadowwalker ability to move around and through combat with as little personal danger as possible while casting offensive spells that focus on a single opponent (such as *disintegrate* and *power word blind*) to avoid the risk of damaging those he has controlled. If drawn into close combat, Xavius will lash out with his natural weapons and wait for a chance to strike with his *dark of the beast*, hoping to transform an enemy into a new satyr minion.

Spells: As a 31st-level sorcerer.

Sorcerer Spells Known (cast per day: 6/10/9/9/9/9/8/8/8/8; save DC 23 + spell level): 0—*dancing lights, daze, flare, ghost sound, light, mage hand, prestidigitation, resistance, touch of fatigue*; 1st—*charm person, color spray, hypnotism, shadow meld*, sleep*; 2nd—*blindness/deafness, blur, invisibility, summon swarm, touch of idiocy* ; 3rd—*fireball, haste, suggestion, summon monster III;* 4th—*bestow curse, charm monster, confusion, dimension door;* 5th—*baleful polymorph, dominate person, mind fog, pass unknown††*; 6th—*eyebite, geas, mass cripple††*; 7th—*greater shadow conjuration, mass hold person, plane shift* ; 8th—*horrid wilting* , *mass charm monster, maze* ; 9th—*dominate monster, wail of the banshee, wish.*

Spell-Like Abilities: At will—*counterspell††, hold person* (DC 36), *mislead* (DC 39); 1/day—*demand* (DC 41). Caster level 20th; save DC 33 + spell level.

***Shadowwalker* (Sp):** Xavius can *shadow walk* as per the spell at will, though he can only move himself through the Twisting Nether.

***Manipulative* (Sp):** Sargeras granted the satyr lord incredible power to manipulate both his friends and foes. Whenever Xavius casts an enchantment spell with the mind-affecting descriptor, he can target a minimum of all creatures in a 20-foot radius (though more may be targeted if the spell allows), and the saving throw DC for the spell is increased by +20.

Demon's Touch (Su): At will, Xavius can transform any willing night elf into a satyr, adding the satyr template (see **Manual of Monsters**, Chapter One, "Creatures of Azeroth," *Satyr*).

Satyr Lord (Su): As the lord of the satyrs, Xavius can control any satyr as if he had cast a *geas* spell upon them. Though he can use this ability at will, he is limited to using it upon any individual satyr once per day.

Bestial Traits (Ex): Transformed by the lord of the Burning Legion, Xavius took on all bestial traits of the satyr.

Satyr Traits (Ex): In becoming a satyr, Xavius gained the scent, nature sense and wild healing traits, as explained in the satyr template.

Night Elf Traits (Ex): Xavius possesses all of his former night elf traits, as described in the satyr template: superior low-light vision, resistance to cold 1 and fire 1, shadowmeld, spell resistance 36, weapon familiarity (moonglaive), and a +2 racial bonus to Knowledge (nature) and Survival checks.

Portfolio

It is uncertain whether the satyrs still found in Ashenvale Forest and elsewhere are still directly following the will of the Satyr Lord, or merely following his path. Satyr tricksters, in particular, revere and mimic Lord Xavius' manipulations of his enemies. There still remain those of nearly every race hungry for power at any cost who worship Xavius quietly but fervently, hoping that one day he will step out of the shadows to make them one of his minions.

The Dragon Aspects

Long ago charged by the titans to watch over the world, the dragon Aspects have seen and participated in nearly all the great events of Azeroth's history. The Aspects, however, act in the world only when necessary; otherwise, they stay mostly removed from the mundane turning of days and seasons, focusing instead on leading their respective dragonflights. Although silent for some time now, Deathwing may again attempt to seize power and sow chaos upon Azeroth — yet as before, the other Aspects will rise to challenge him and preserve the world once more.

Alexstrasza the Life-Binder

Colossal Outsider (Eternal, Fire)

Hit Dice:	50d12+900 (1,500 hp)
Initiative:	+6
Speed:	70 ft. (14 squares), fly 220 ft. (clumsy)
Armor Class:	74 (–8 size, +2 Dex, +52 natural, +13 deflection, divine +5), touch 22, flat-footed 72
Base Atk/Grapple:	+50/+88

Attack: Bite +65 melee (5d8+22/19–20)

Full Attack: Bite +65 melee (5d8+22/19–20) and 2 claws +62 melee (3d8+11) and 2 wings +62 melee (3d8+11) and tail slap +62 melee (3d8+31)

Space/Reach: 40 ft./20 ft. (bite 30 ft.)

Special Attacks: Breath weapon, crush, frightful presence, tail sweep, epic weapons (good), spells, spell-like abilities

Special Qualities: Darkvision 120 ft., low-light vision, blindsense 60 ft., continuous *true seeing*, animate trees, aura of plant regeneration, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,000 feet, DC 48), fast healing 25, immortality, immunity to fire, forest regrowth, resistance to acid, cold, electricity and sonic 10, shapechange, uncanny dodge, spell resistance 35, fire subtype, dragon traits (red wyrm), Eternal traits

Saves: Fort +56, Ref +42, Will +54

Abilities: Str 54, Dex 14, Con 47, Int 32, Wis 35, Cha 36

Skills: Appraise +64, Concentration +71, Diplomacy +66, Heal +65, Intimidate +66, Jump +75, Knowledge (arcana) +64, Listen +67, Search +64, Sense Motive +65, Spellcraft +64 (+2 to decipher scrolls), Spot +67, Use Magic Device +66

Feats: Alertness, Awesome Blow, Block Spell*, Cleave, Enlarge Spell, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Magic Energy Control*, Maximize Spell, Multiattack, Power Attack, Quicken Spell, Weapon Focus (bite), Wingover

Epic Feats: —

Environment: Temperate land

Organization: Unique, or with 1–4 assistants and escorts (wyrms of 38 or more HD)

Challenge Rating: 30

Treasure: Quadruple normal

Alignment: Neutral good

Advancement: By character class

Level Adjustment: +17

The immense dragon is colored a deep, rich red that seems to shimmer and dance before your eyes. The noble head, slender and graceful, seems to regard you with a curious and inquisitive air.

Background

Alexstrasza, also known as the Dragonqueen and the Great Red Leviathan, is one of the three Great Dragons who fought against the demons during the War of the Ancients. Later, she helped create Nordrassil, the World Tree, by placing a magical acorn within the second Well of Eternity. For some time after, she and her fellow red dragons were at peace, but over time they began to argue about how best to shelter and protect the world. The rise to power of humans and other races left many believing that these new peoples were dangerous and should be destroyed, while others of Alexstrasza's ilk felt they should be educated to teach them right from wrong.

When Alexstrasza later disappeared, the red dragonflight began a desperate search for her, only to fall prey to Deathwing's depredations. Those of the red dragonflight who survived eventually discovered that the orcs had captured their queen and were using her offspring as pawns in the Second War. Outraged, many of the red dragons wanted to make war against all the lesser races, but the rescue of Alexstrasza by Rhonin and his allies taught them that perhaps the ground-dwelling mortals could be good after all.

Today, Alexstrasza remains distant and aloof, avoiding the entanglements of Azeroth's humanoid races and remaining strictly neutral in their wars. She prefers peace and solitude, although she will defend her lands with all her power against any who threaten them without due cause. She often uses her *shapechange* power to appear as a creature of nature, in order to see what encroaching mortals will do before revealing her presence.

Combat

Alexstrasza is supremely confident in her strength and righteousness. She does not seek out combat, but destroys only to punish or renew. In battle, she observes her foes carefully before striking at those she believes are the most deserving of her wrath. Enemies who flee when their leaders are defeated are generally allowed to escape, having learned a lesson they will not soon forget.

Breath Weapon (Su): 140-foot line/70-foot cone, damage 32d10 fire, Reflex DC 53 half; secondary effect: scorch and renew land. Alexstrasza's breath weapon is a white-hot line of superheated air and flame, appearing much like that of a typical red dragon — only much more powerful. When employed on natural earth, the effects are double that of a standard red dragon's breath (the land is scoured, plants regrow at six times their normal rate, and growing things are immune to disease or ailments for two full years).

Crush (Ex): Area 30 feet by 20 feet; Large or smaller opponents take 4d8+33 points of bludgeoning damage and must succeed at a DC 53 Reflex save or be pinned.

Frightful Presence (Ex): 500-foot radius, HD 49 or less, Will DC 48 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Medium or smaller opponents take 2d8+33 points of bludgeoning damage, Reflex DC 53 half.

Spells: As a 38th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/10/9/9/9/9/8/8/8/8; save DC 23 + spell level): 0—*arcane mark, detect magic, detect poison, light, mending, message, open/close, read magic, resistance*; 1st—*aerial shackles*††, *alarm, endure elements, magic missile, ray of enfeeblement*; 2nd—*arcane lock, forked lightning*††, *mana burn**, *resist energy, scorching ray*; 3rd—*haste, hold person, magic circle against evil, shockwave**; 4th—*arcane eye, blazing column*††, *immolation**, *rain of fire**; 5th—*break enchantment, lightning monsoon*††, *teleport, waves of fatigue*; 6th—*globe of invulnerability, greater dispel magic, mass cripple*††; 7th—*brilliance aura*††, *mass hold person, spell turning*; 8th—*dimensional lock, power word stun, protection from spells*; 9th—*greater counterspell*††, *prismatic sphere, time stop*.

Dragon Spell-Like Abilities: 3/day—*protection from evil, purify food and drink, tongues*; 2/day—*dispel magic, heal, speak with animals*; 1/day—*detect thoughts*. Caster level 38th; save DC 23 + spell level.

Eternal Spell-Like Abilities: At will—*greater heroism, mass hold person, mind blank, moment of prescience, wall of fire*; 1/day—*limited wish, power word kill*. Caster level 20th; save DC 33 + spell level.

***Animate Trees* (Sp):** Alexstrasza can animate trees at will. This spell-like ability functions as a *greater force of nature** spell except that the ability can create up to 8 individual treants if enough trees are available. Each treant gains +10 speed and has maximum hit points per HD. Alexstrasza can use this ability as often as desired, but can control no more than 8 treants at any given time.

Aura of Plant Regeneration (Su): When she desires it, Alexstrasza generates a constant aura that causes all plant life within the range of her divine presence to regenerate 1 hit point per round. This ability affects all plants regardless of type — she may not pick and choose one plant or another to receive this benefit. To confer this ability, she must be standing upon the same land as the plant in question (she cannot be in flight, or upon something other than the earth, such as a building or stone floor).

Forest Regrowth (Ex): Alexstrasza's presence is so powerful that it actually causes forests to grow where they have been destroyed. If a forest has been stripped away by fire, lumbering or some sort of natural disaster, she can cause the trees to regrow by focusing her entire concentration from the approximate center of the zone. The destroyed trees sprout, regrow and unfurl their branches within the space of a single round. Alexstrasza can employ this power once per week, and can affect up to a 5-mile radius. Note that if the forest in question was destroyed by the action of mortals, such as by logging, she would first act to remove the offenders' presence before employing this ability. Alexstrasza would not be pleased if she replaced a forest only to see it chopped down again by humans or another greedy people.

Shapechange (Ex): Alexstrasza can take any form she desires, as though constantly under the effects of a *shapechange* spell. She frequently takes the form of a simple forest creature, such as a deer or butterfly.

Portfolio

Alexstrasza is devoted to all forests, and to a lesser extent all other types of green and fertile growing things. She considers all natural woodlands her home, and she need fear no beast within such lands. Although many of Azeroth's natural creatures revere the Great Red Leviathan, she is not a goddess and does not pretend to be otherwise.

Alexstrasza is rarely venerated by any particular group, although some elven communities pay her homage. Druids of the wild in particular appreciate her serene presence, considering her second in importance only to Ysera.

Malygos the Spellweaver

Colossal Outsider (Cold, Earth, Eternal)

Hit Dice: 52d12+676 (1,300 hp)
Initiative: +6
Speed: 70 ft. (14 squares), fly 170 ft. (poor), swim 70 ft.
Armor Class: 69 (–8 size, +2 Dex, +48 natural, +12 deflection, +5 divine), touch 21, flat-footed 67
Base Atk/Grapple: +52/+87
Attack: Bite +63 melee (5d8+19)
Full Attack: Bite +63 melee (5d8+19) and 2 claws +61 melee (3d8+9) and 2 wings +61 melee (3d8+9) and tail slap +61 melee (3d8+28)
Space/Reach: 40 ft./20 ft. (bite 30 ft.)
Special Attacks: Breath weapon, crush, frightful presence, tail sweep, epic weapons (lawful), spells, spell-like abilities
Special Qualities: Darkvision 120 ft., low-light vision, blindsense 60 ft., *true seeing*, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,200 feet, DC 48), extra spells, fast healing 26, immortality, immunity to cold, magic detection and identification, resistance to acid, electricity, fire and sonic 10, uncanny dodge, shapechange, water breathing, zone of magic control, spell resistance 38, cold subtype, earth subtype, dragon traits (blue wyrm), Eternal traits
Saves: Fort +42, Ref +35, Will +44
Abilities: Str 49, Dex 14, Con 37, Int 40, Wis 32, Cha 34
Skills: Appraise +70, Concentration +68, Craft (alchemy) +70, Decipher Script +70, Diplomacy +67, Gather Information +67, Heal +66, Intimidate +67, Jump +74, Knowledge (arcana) +70, Knowledge (history) +70, Knowledge (the planes) +70, Listen +68, Search +70, Swim +74, Spellcraft +70 (+72 to decipher scrolls), Spot +68
Feats: Alertness, Cleave, Control Magic†, Deflect Spell*, Enlarge Spell, Extend Spell, Flyby Attack, Improved Initiative, Iron Will, Magic Energy Control*, Maximize Spell, Mirror Spell*, Multiattack, Power Attack, Quicken Spell, Reflect Spell*, Silent Spell, Widen Spell
Epic Feats: Improved Metamagic
Environment: Cold plains, tundra, or grasslands
Organization: Unique, or with 1–4 assistants and escorts (wyrms of 42 or more HD)
Challenge Rating: 32
Treasure: Quadruple normal
Alignment: Lawful neutral
Advancement: By character class
Level Adjustment: +18

The sinuous dragon rises from the water, a seemingly endless serpentine beast covered with crystalline scales of purest azure. The wings, looking too small to carry such a massive creature, are slick, and they shimmer as they reflect the light.

Background

Malygos, the Lord of Magic, is said to have created magic and spells, although this is likely mere legend. His command of magic is quite impressive, rivaling that of a demigod, although he does not aspire to such power. While physically he is not as powerful as some of the other Aspects, Malygos counters this disadvantage with his phenomenal command of magic.

Like most of his kind, Malygos is a solitary creature who avoids contact with others. He is believed to dwell in Northrend, in a lair filled with some of the greatest magical artifacts known to exist, including many whose powers are discussed only in hushed whispers. Returned to sanity after Deathwing's defeat

at Grim Batol, Malygos now attempts to rebuild his decimated dragonflight. He spends his days studying magic, refining his abilities, and studying the various planes of the multiverse both remotely and in person, while his few remaining children scour the world for ancient artifacts and repositories of arcane power.

Combat

Malygos does not seek out combat; and although he and his dragonflight are still routinely hunted by black dragons, he avoids their kind if at all possible. He protects his lair and himself with illusions and misdirection. Those who discover his home are encouraged to depart through a variety of means; Malygos takes direct action only as a last resort. When he does fight, he engages spellcasters first, using his breath weapon and other abilities to sweep spells from their minds.

Breath Weapon (Su): 140-foot line/70-foot cone, damage 24d6 cold, Reflex DC 49 half; secondary effect: *mana burn**. Malygos's breath weapon is a freezing cone of ice, much like that of a typical blue dragon — only much more powerful. Any spellcaster struck by the breath weapon loses 2d4+5 spell levels or slots, with a DC 49 Will save for half — the *mana burn* effect is so strong that it cannot be entirely negated.

Crush (Ex): Area 30 feet by 20 feet; Large or smaller opponents take 4d8+28 points of bludgeoning damage, and must succeed at a DC 49 Reflex save or be pinned.

Frightful Presence (Ex): 520-foot radius, HD 51 or less, Will DC 48 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Medium or smaller opponents take 2d8+28 points of bludgeoning damage, Reflex DC 49 half.

Spells: As a 40th-level sorcerer. Malygos's incredible mastery of sorcery permits him one extra known spell per level, and he may cast one additional spell per day per level. Furthermore, Malygos is considered to have Spell Focus in all spell schools.

Sorcerer Spells Known (cast per day: 7/11/10/10/10/9/9/9/9/9; save DC 24 + spell level): 0—*daze*, *detect magic*, *detect poison*, *flare*, *light*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*; 1st—*alarm*, *endure elements*, *expeditions retreat*, *mana shield*††, *shield*, *shocking grasp*; 2nd—*forked lightning*††, *frost armor**, *gust of wind*, *invisibility*, *mana burn**, *resist energy*; 3rd—*blizzard**, *crushing wave*††, *dispel magic*, *frost nova**, *mirror image*, *slow*; 4th—*dimension blink*††, *lesser globe of invulnerability*, *scrying*, *stoneskin*, *wall of ice*; 5th—*break enchantment*, *greater hooks of binding*††, *hold monster*, *telekinesis*, *teleport*; 6th—*antimagic field*, *globe of invulnerability*, *greater dispel magic*, *spirit touch*††; 7th—*banishment*, *brilliance aura* ††, *prismatic spray* , *spell turning* ; 8th—*dimensional lock*, *greater shadow strike*††, *mind blank* , *protection from spells*; 9th— *greater counterspell*††, *power word kill*, *shades*, *wish*.

Dragon Spell-Like Abilities: 3/day—*control water*, *create water*, *detect thoughts*, *obscuring mist*, *wall of ice*; 2/day—*fog cloud*, *speak with dead*, *polymorph any object*; 1/day—*control weather*. Caster level 40th; save DC 22 + spell level.

Eternal Spell-Like Abilities: At will—*mass charm monster*, *polar ray*, *scintillating pattern*, *screen*, *temporal stasis*; 1/day—*gate*. Caster level 20th; save DC 32 + spell level.

Magical Detection and Identification (Ex): Malygos automatically detects and identifies the powers of any magic item that enters the area affected by his divine aura. This detection requires no concentration on his part. He detects, but cannot identify, artifacts — although he will recognize their status as such.

Shapechange (Ex): Malygos can take any form he desires, as though constantly under the effects of a *shapechange* spell. He generally appears as something innocuous; when in humanoid form, he takes the shape of a studious monk or similar individual.

Water Breathing (Ex): Malygos can breathe underwater indefinitely and can freely use his breath weapon, spells and other abilities while submerged.

Zone of Magical Control (Su): Malygos possesses an understanding of magic far greater than most creatures. At will, he can control the use of magic within the area affected by his divine aura. Inside this zone, he can institute either or both of the following effects, all of which affect him as well as any other creature in the area:

Deactivate a School: He can prohibit the use of spells of any one school within the zone. For example, he can declare that no evocation magic can be employed within the area of his divine aura. He may prohibit the use of only one school at a time.

Improve a School: He can increase the effect of spells used by any one school, providing them an automatic use of the Enlarge Spell, Silent Spell, Still Spell or Enlarge Spell feats when cast (without actually using a higher level spell slot). The exact feat is selected when this power is invoked. For example, Malygos may specify that any necromancy spells cast within the area of his divine aura are automatically widened. He may use this ability on any number of schools at one time, but activating, deactivating or altering this ability requires a separate standard action for each school.

Portfolio

Malygos prefers to dwell in frost-covered lands, ice-shackled lakes, or within arctic waters. Within these areas, those inhabitants who know of his presence learn quickly to respect his desire to keep to himself. Some sorcerers and magical creatures pay him homage, but he is not a deity and does not answer or acknowledge their efforts.

Neltharion the Earth-Warder (Deathwing)

Colossal Outsider (Earth, Eternal)

Hit Dice: 55d12+1,100 (1,760 hp)
Initiative: +6
Speed: 70 ft. (14 squares), fly 220 ft. (clumsy), burrow 40 ft.
Armor Class: 84 (–8 size, +2 Dex, +62 natural, +13 deflection, +5 divine), touch 22, flat-footed 82
Base Atk/Grapple: +55/+96
Attack: Bite +73 melee (5d8+25/19–20/+1d6)
Full Attack: Bite +73 melee (5d8+25/19–20/+1d6) and 2 claws +71 melee (3d8+12/19-20) and 2 wings +70 melee (3d8+12) and tail slap +70 melee (3d8+37)
Space/Reach: 40 ft./20 ft. (bite 30 ft.)
Special Attacks: Breath weapon, crush, frightful presence, tail sweep, epic weapons (chaotic and evil), spells, spell-like abilities
Special Qualities: Darkvision 120 ft., low-light vision, blindsense 60 ft., continuous *true seeing*, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,500 feet, DC 50), fast healing 27, flaming body, immortality, immunity to fire, mighty rage, raise volcano, shapechange, resistance to acid, cold, electricity and sonic 10, uncanny dodge, spell resistance 38, earth subtype, dragon traits (black wyrm), Eternal traits
Saves: Fort +51, Ref +37, Will +47
Abilities: Str 60, Dex 14, Con 50, Int 32, Wis 35, Cha 36
Skills: Appraise +69, Bluff +71, Decipher Script +69, Hide +60, Intimidate +71, Knowledge (arcana) +69, Knowledge (nature) +69, Listen +72, Move Silently +60, Search +69, Spellcraft +69 (+71 to decipher scrolls), Spot +72, Swim +83
Feats: Alertness, Awesome Blow, Cleave, Devour, Endurance, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Wingover
Epic Feats: Overwhelming Critical (bite)
Environment: Mountains, hot plains and deserts (any volcanic or magma-filled area)
Organization: Usually with 1 favored ally (a wyrm of 45 HD or more) and 2–5 other attendants (mature or larger black dragons of 25 HD or more)
Challenge Rating: 34
Treasure: Quadruple normal
Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +16

The massive monstrosity before you rises up like a black, crag-covered mountain of scales and hide. The head is a spade-like terror spiked with cruel red eyes that shine with a frightening malevolence. Rivulets of lava and magma are visible beneath the great wyrm's scorched scales.

Background

Deathwing was once known as Neltharion the Earth-Warder, a great protector of the land, but some unknown crisis in the distant past changed him and his kind forever. His side split open, revealing his molten heart, and fire and magma poured out his body. To keep his body together, Deathwing was forced to bind adamantium to his spine, making his body nearly impenetrable.

Upon his irrevocable shift to evil, he turned against his destiny and began to delight in causing suffering wherever he could. He fought wars against other dragons, slaying several and driving many of them into hiding. His changes to the land forced the mortal races to battle for resources, and many claim Deathwing is the true cause behind the wars that have for so long scoured the face of Azeroth.

Deathwing has been absent from his lair for several years. No one is certain where he has gone or if he has in fact been slain. The remaining black dragons of his flight are now engaged in a battle for dominance over one another.

Combat

Deathwing is a terrifying opponent who is as cruel as he is vicious. He cares nothing for honor or nobility, striking with whatever weapons and cunning he has at his disposal, reveling in causing earthquakes and ripping open volcanic fissures. He often sends his minions into combat while he surveys the battlefield, striking at whatever weaknesses he discovers.

Breath Weapon (Su): 140-foot line/70-foot cone, damage 32d10 fire, Reflex DC 57 half. Deathwing's breath weapon is a series offlaming balls of magma, appearing much like that of a typical black dragon — only much more powerful. Deathwing can breathe every round if he so desires. Inaddition to his breath weapon's use as a line or a cone, he can also spew forth a single large ball of magma that explodes in a manner similar to a*fireball*, targeted on any location within 200 feet of his position with a blast radius of 40 feet. The area effect is otherwise treated like a standard breath weapon in terms of damage, save DC, and so on. He may employ this version of his breath weapon only once every 3rounds.

Crush (Ex): Area 30 feet by 20 feet; Large or smaller opponents take 4d8+37 points of bludgeoning damage, and must succeed at a DC 57 Reflex save or be pinned.

Frightful Presence (Ex): 550-foot radius, HD 54 or less, Will DC 50 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Medium or smaller opponents take 2d8+37 points of bludgeoning damage, Reflex DC 57 half.

Spells: As a 36th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/10/9/9/9/9/8/8/8/8; save DC 23 + spell level): 0—*arcane mark, dancing lights, detect magic, mage hand, open/close, prestidigitation, read magic, resistance, touch of fatigue*; 1st—*burning hands, magic missile, mysterious purple blast*††, *ray of enfeeblement, shield*; 2nd—*forked lightning*††, *hypnotic pattern*, *invisibility*, *orb of annihilation*††, *scorching ray*; 3rd—*dispel magic, fireball, protection from energy, shockwave**; 4th—*blazing column*††, *dimension door, immolation**, *rain of fire**; 5th—*phase shift*††, *teleport, wall of force, waves of fatigue*; 6th—*black arrow*††, *chain lightning, mass cripple*††; 7th—*finger of death, greater teleport, mass berserker strength*††; 8th—*greater shadow strike*††, *prismatic wall, sunburst*; 9th—*dominate monster, imprisonment, vengeance*††.

Dragon Spell-Like Abilities: 3/day—*suggestion*; 2/day—*incendiary cloud*, *produce flame*, *wall of fire*; 1/day—*detect thoughts*. Caster level 36th; save DC 23 + spell level.

Eternal Spell-Like Abilities: At will—*delayed blast fireball*, *earthquake*, *horrid wilting*, *move earth*, *waves of exhaustion*; 1/day—*endure elements*, *meteor swarm*. Caster level 20th; save DC 33 + spell level.

Flaming Body (Su): At will, Deathwing can cause his body to burst into flame and emanate heat similar to that produced by molten lava. Any creature approaching within his reach (20 feet) suffers 4d6 points of fire damage per round. Any creature striking Deathwing's flaming body suffers damage as if the great dragon were protected by a double-strength *fire shield* spell (i.e., 2d6+30 damage), but this effect applies to both non-reach weapons and weapons with a reach as long as 20 feet.

Mighty Rage (Ex): Five times per day, Deathwing can enter a rage state similar to that used by a barbarian. While raging, he earns a +10 bonus to Strength and Constitution, a +5 bonus on Will saves, and suffers a –2 penalty to Armor Class. Deathwing's mighty rages last up to 20 rounds and are tireless. While raging, he is under all restrictions of a typical barbarian rage (e.g., he cannot cast spells or use spell-like abilities) and may use his breath weapon only once every other round.

***Raise Volcano* (Sp):** Deathwing can employ his great powers to raise magma from the world's core to the surface, creating volcanoes even in places where none stood before. To do this, he must land upon the ground and invoke this ability over the course of 2d4 hours (2d4 minutes if located in volcanic mountains, or instantaneous if standing on a dormant or quiescent volcano). He may fight to defend himself during this period, but if he is driven to flight or forced out of the area, the ability fails. Otherwise, the ground slowly rises, cracking and churning as a mountain tip rises steadily out of the surface of the earth, until finally the top explodes and molten lava gushes forth. Deathwing can perform this ability once per month.

Shapechange (Ex): Deathwing can take any form he desires, as though constantly under the effects of a *shapechange* spell. He has been known to take human form in order to spread chaos and evil, such as during the Second War when he pretended to be a heroic noble named Lord Prestor in order to be declared king of Alterac. Only the wizards of Dalaran, with the help of the red dragon Korialstrasz, saw through this deception.

Portfolio

Deathwing was once a protector of the earth and land, but is now the enemy of all who defend life and nature. Although he is no deity, he is often worshipped by evil creatures and enjoys basking in the glow of abject servitude. He also likes to watch his allies fight among each other for favor in his eyes. Those who please him earn rewards; those he dislikes tend to meet with a torturous end. Venerating such a "god" is a dangerous proposition indeed.

Nozdormu the Timeless

Colossal Outsider (Eternal, Fire)

Hit Dice:	50d12+600 (1,200 hp)
Initiative:	+11
Speed:	90 ft. (18 squares), fly 280 ft. (clumsy)
Armor Class:	67 (–8 size, +7 Dex, +45 natural, +8 deflection, +5 divine), touch 22, flat-footed 60
Base Atk/Grapple:	+50/+84
Attack:	Bite +61 melee (5d8+18)
Full Attack:	Bite +61 melee (5d8+18) and 2 claws +58 melee (3d8+9) and 2 wings +58 melee (3d8+9) and tail slap +58 melee (3d8+27)
Space/Reach:	40 ft./20 ft. (bite 30 ft.)
Special Attacks:	Breath weapon, crush, frightful presence, tail sweep, epic weapons (lawful), spells, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, blindsense 60 ft., continuous *true seeing*, alter probability, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,000 feet, DC 43), fast healing 25, immortality, immunity to fire, redo, resistance to acid, cold, electricity and sonic 10, see the future, shapechange, shifting location, timestep, uncanny dodge, spell resistance 35, fire subtype, dragon traits (bronze wyrm), Eternal traits
Saves:	Fort +39, Ref +42, Will +44
Abilities:	Str 47, Dex 24, Con 35, Int 30, Wis 42, Cha 26

Skills: Appraise +63, Concentration +65, Diplomacy +61, Escape Artist +60, Gather Information +61, Intimidate +61, Knowledge (history) +63, Listen +71, Search +63, Sense Motive +69, Spellcraft +63 (+65 to decipher scrolls), Spot +71

Feats: Alertness, Awesome Blow, Cleave, Endurance, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Silent Spell, Snatch, Steal Magic†, Still Spell, Transfer Magic†, Weapon Focus (bite), Wingover

Epic Feats: —

Environment: Temperate land

Organization: Solitary, or with 1–4 assistants and escorts (wyrms of 32 HD or more)

Challenge Rating: 30

Treasure: Quadruple normal

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +17

The dragon before you is slim and sinuous, with scales of a metallic golden-brown color. The creature moves with a speed and grace belied by its monstrous form. Curiously, its position seems to change from moment to moment, as though its location in space were constantly in flux.

Background

Nozdormu the Timeless is one of the Great Dragons who fought against the demons during the War of the Ancients. Following this intervention, he retreated into seclusion, immersing himself in his duties. He emerges only infrequently, when events require his direct presence. He intervened in the defeat of Deathwing at the hands of Krasus and his allies, one of the few times he has been seen in the skies of Azeroth.

Nozdormu is tasked with ensuring that the flow of time occurs normally, without interruption, and that events happen as they are fated. To accomplish this mission, Nozdormu knows much about the nature of time. He uses his abilities and powers to prevent others from discovering these same secrets. Should a sorcerer or other mortal being begin to delve too deeply into magic that alters or affects time, Nozdormu always steps in to remove the threat, one way or another.

Combat

Nozdormu is difficult to defeat because of his ability to look into the corridors of time and repeat events if they do not progress as he feels they should. He is extremely wise and uses his insight to determine the best course of action before proceeding. Should this fail, he simply tries again as necessary, or uses his redo power to avoid the encounter entirely.

Breath Weapon (Su): 70-foot cone, damage 18d6 heat, Reflex DC 47 half; secondary effect: aging. Nozdormu's breath weapon is a searing cone of superheated sand, appearing much like that of a typical bronze dragon — only much more powerful. Any creature caught in the cone must make a DC 51 Will save or immediately age by 25% of its natural lifespan. If this save fails, the target must make a second DC 47 Will save or age uncontrollably, withering into dust within a single round.

Crush (Ex): Area 30 feet by 20 feet; Large or smaller opponents take 4d8+27 points of bludgeoning damage, and must succeed on a DC 47 Reflex save or be pinned.

Frightful Presence (Ex): 500-foot radius, HD 49 or less, Will DC 43 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Medium or smaller opponents take 2d8+27 points of bludgeoning damage, Reflex DC 47 half.

Spells: As a 35th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/8/8/8/8/7/7/7/7/6; save DC 18 + spell level): 0—*arcane mark, detect magic, flare, light, mage hand, mending, message, open/close, read magic*; 1st—*aerial shackles*††, *alarm, burning hands, hypnotism, shield*; 2nd—*blur, detect thoughts, fog cloud, mana burn**, *web*; 3rd—*haste, hold person, impale*††, *invisibility sphere, stinking cloud*; 4th—*greater thorn shield*††, *immolation**, *lesser geas, rain of fire**; 5th—*fabricate, pass unknown*††, *siphon mana*††, *teleport*; 6th—*globe of invulnerability, greater dispel magic, shadow walk*; 7th—*brilliance aura*††, *delayed blast fireball, greater teleport*; 8th—*maze, polymorph any object, power word stun*; 9th—*greater counterspell*††, *meteor swarm, teleportation circle*.

Dragon Spell-Like Abilities: 3/day—*charm monster, dancing lights, ventriloquism*; 2/day—*shocking grasp* (drake or older), *lightning bolt, iron body*; 1/day—*discern location*. Caster level 35th; save DC 18 + spell level.

Eternal Spell-Like Abilities: At will—*greater prying eyes, moment of prescience, project image, screen,*

vision; 1/day—*greater counterspell*††, *time stop*. Caster level 20th; save DC 28 + spell level.

Alter Probability (Ex): Nozdormu can alter probabilities within the area affected by his divine aura. Once per round, he can select any single die roll and re-roll it up to 3 times, choosing the result that best suits him. This can be a roll made by himself, an ally or an enemy. The ability can be employed even when it is not his turn, but can be used only once in any round.

Redo (Su): At will, Nozdormu can choose to redo any single combat round (or, if not in combat, any one other action taking no longer than a single round) after seeing its results. On his action, he simply resets everything — as though it never occurred — to exactly how things were on his previous action. This can be resolved either by replaying the round or by simply assuming that Nozdormu always knows exactly what is going to happen in the upcoming round and acts accordingly. The Timeless One can only redo a given combat round once.

***See the Future* (Sp):** Once per day, Nozdormu can look into the future, seeking to determine the results of a given course of action. This power is similar to a *divination*, but the great wyrm can actually visualize the desired effect with a 100% chance of success. This ability allows him to predict events with amazing accuracy, allowing him to mysteriously appear exactly where he is most needed, or avoid being in a location should enemies attempt to ambush him.

Shapechange (Ex): Nozdormu can take any form he desires, as though constantly under the effects of a *shapechange* spell. He frequently takes on the role of a humanoid creature and travels incognito as a simple commoner or peon. When doing this, the only consistent trait he displays is the absence of any need to hurry.

Shifting Location (Su): If desired, Nozdormu can cause his physical form to flit about in a manner similar to a *blink* spell. While this ability is active, all attacks upon him suffer a 50% miss chance, as the probability that he will be in the targeted location changes from moment to moment. This is not concealment or insubstantiality, so weapons or powers that penetrate such defenses are ineffective. Attacks he makes while using his shifting location ability suffer a –10 penalty, and the DC of all saving throws made to resist his spells or spell-like abilities is reduced by –5.

***Timestep* (Sp):** Once per month, Nozdormu can step back in time up to one week, reliving that week again with full knowledge of what has already occurred. This power makes him very difficult to defeat, because if he is ever caught by surprise, he can simply jump back in time and avoid or head off the attack. This power frequently leaves Deathwing and his minions flummoxed when they attempt to make war on the bronze dragonflight. Nozdormu generally uses this ability sparingly, because once he employs it, he must then endure a full month without the opportunity to make any further alterations, other than short-term ones.

Portfolio

Nozdormu is closely associated with time itself and is the very soul of patience. He has few worshippers, save perhaps among the night elves who wish to become once again timeless themselves. He pays no attention to those who venerate him, neither accepting nor disapproving of their efforts.

Nozdormu lives in the Caverns of Time, a closely guarded complex located deep in the Tanaris Desert. Those who venture there and get past the bronze dragon sentinels rarely emerge unchanged. Some age, or become so youthful they are but infants. Others are lost in time and return decades or even centuries later. There are even legends of some who escape the caverns before they even enter!

Ysera the Dreamer

Colossal Outsider (Air, Eternal, Extraplanar)

Hit Dice: 50d12+700 (1,300 hp)
Initiative: +12
Speed: 70 ft. (14 squares), fly 220 ft. (poor), swim 70 ft.
Armor Class: 72 (–8 size, +5 Dex, +49 natural, +8 deflection, +5 divine), touch 23, flat-footed 64
Base Atk/Grapple: +50/+82
Attack: Bite +59 melee (5d8+16/19–20)
Full Attack: Bite +59 melee (5d8+16/19–20) and 2 claws +56 melee (3d8+8) and 2 wings +56 melee (3d8+8) and tail slap +56 melee (3d8+24)
Space/Reach: 40 ft./20 ft. (bite 30 ft.)
Special Attacks: Breath weapon, crush, frightful presence, tail sweep, epic weapons (good), spells, spell-like abilities
Special Qualities: Darkvision 120 ft., low-light vision, blindsense 60 ft., *true seeing*, booming voice, damage reduction 20/epic, Eternal immunities, Eternal presence (5,000 feet, DC 43), dream reading, dream travel, fast healing 25, illusion mastery, immortality, immunity to electricity, mass sleep, resistance to acid, cold, fire and sonic 10, shapechange, uncanny dodge, spell resistance 35, air subtype, dragon traits (green wyrm), Eternal traits
Saves: Fort +42, Ref +44, Will +44
Abilities: Str 42, Dex 26, Con 39, Int 32, Wis 25, Cha 26
Skills: Appraise +64, Concentration +67, Diplomacy +61, Heal +60, Intimidate +61, Jump +67, Knowledge (arcana) +64, Knowledge (nature) +64, Knowledge (the planes) +64, Listen +62, Sense Motive +60, Spellcraft +64, Spot +62
Feats: Alertness, Awesome Blow, Cleave, Endurance, Enlarge Spell, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Multiattack, Power Attack, Quicken Spell, Weapon Focus (bite), Widen Spell, Wingover
Epic Feats: —

Environment: Emerald Dream or temperate land
Organization: Solitary, or with 1–4 assistants and escorts (wyrms of 32 HD or more)
Challenge Rating: 30
Treasure: Quadruple normal
Alignment: Neutral good
Advancement: By character class
Level Adjustment: +17

The lithe and graceful green wyrm hovers in the air, her eyes closed as if she dreams. The creature's serpentine body glitters and gleams as if covered in countless emeralds... yet she is ghostly, ethereal, some moments seeming nearly insubstantial — like you are watching a living dream.

Background

Ysera, the Queen of Dreams, is one of the three Great Dragons who fought against the demons during the War of the Ancients. It was partly this war that convinced her to leave Azeroth and make her home in the unspoiled Emerald Dream. From this plane, she observes Azeroth but rarely interacts with its people. She does intervene when events require her presence, such as during Krasus's effort to defeat Deathwing's scheme to conquer the world.

Ysera is a guardian of nature and absolute shepherd of all that exists within her home plane. She is a highly intelligent, virtuous being who detests combat, but does not shy away from doing battle where necessary. She rarely travels outside of the Emerald Dream, and generally keeps to herself, paying little attention to the affairs of Azeroth. When she does visit the world, she almost always does so in a shapechanged form, so she will not be recognized.

Combat

Ysera tries to avoid combat when possible, using illusions and deceptions to convince her foes to pursue another course. When battle is inevitable, she uses her breath weapon to break up enemy formations and attacks those who are not incapacitated. She rarely strikes to kill preferring to eliminate her foes by immobilizing them and removing them from her lands.

Breath Weapon (Su): 70-foot cone, damage 28d6 acid, Reflex DC 49 half; secondary effect: *sleep*. Ysera's breath is a cone of poisonous green acidic gas, appearing much like that of a typical green dragon — only much more powerful. Those in the cone are subject to a *sleep* effect (Will DC 49 negates, normal HD limits do not apply) that lasts until Ysera chooses to awaken the victim, or she moves in such a way that the subject is outside the radius of her divine aura.

Crush (Ex): Area 30 feet by 20 feet; Large or smaller opponents take 4d8+24 points of bludgeoning damage, and must succeed at a DC 49 Reflex save or be pinned.

Frightful Presence (Ex): 500-foot radius, HD 49 or less, Will DC 43 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Medium or smaller opponents take 2d8+24 points of bludgeoning damage, Reflex DC 49 half.

Spells: As a 36th-level sorcerer.

Sorcerer Spells Known (cast per day: 6/8/8/8/8/7/7/7/7/6; save DC 18 + spell level, 22 + spell level for illusion spells): 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *light*, *read magic*; 1st—*color spray*, *mage armor*, *obscuring mist*, *shadow meld**, *ventriloquism*; 2nd—*cripple**, *hypnotic pattern*, *mana burn**, *misdirection*, *resist energy*; 3rd—*blur*, *dispel magic*, *displacement*, *hold person*, *major image*; 4th—*greater invisibility*, *hallucinatory terrain*, *rainbow pattern*, *rain of fire**; 5th—*dream*, *nightmare*, *persistent image*, *teleport*; 6th—*mass cripple††*, *permanent image*, *shadow walk*; 7th—*mass hold person*, *mass invisibility*, *waves of exhaustion*; 8th—*dimensional lock*, *power word stun*, *scintillating pattern*; 9th—*greater counterspell††*, *mass hold monster*, *shades*.

Dragon Spell-Like Abilities: 3/day—*darkness*, *sleep*; 2/day—*dancing lights*, *wall of air*, *phantasmal killer*; 1/day—*detect thoughts* Caster level 36th; save DC 18 + spell level (32 + spell level for illusion spells).

Eternal Spell-Like Abilities: At will—*greater shadow evocation*, *mass invisibility*, *mislead*, *project image*, *scintillating pattern*; 1/day—*suggestion*, *weird*. Caster level 20th; save DC 28 + spell level (32 + spell level for illusion spells).

Dream Reading (Su): By merely looking at a creature, Ysera can see and experience what it last dreamed. This insight allows her to get an idea of a creature's intentions, motives and desires, as a creature's dream-persona is a reflection of its true self. If a being has experienced a prophetic dream, Ysera can identify and read it as such using this power.

***Dream Travel* (Sp):** Ysera can enter the dreams of mortal creatures and use them to travel anywhere she desires. From the Emerald Dream, she can sense the dreams of any creature on Azeroth or in the Emerald Dream, and can enter those dreams to communicate, deliver a warning or emerge (usually in a shapechanged form) close to the dreamer. When she wishes to return to the Emerald Dream, she need only touch a sleeping creature, whereupon she can enter its dreams and travel home at the speed of thought.

***Illusion Mastery* (Sp):** The save DCs of Ysera's spells and abilities from the school of illusion are increased by +4.

Mass Sleep (Su): By concentrating, Ysera can bring down a veil of sleep in a 10-mile radius around herself (or a smaller area if she so chooses). All creatures within the area must save as though affected by her breath weapon or fall into a deep slumber. Those who make their saving throws must check again every minute for as long as they remain within the affected area. While the victims sleep, Ysera can cause all affected creatures to experience a dream or nightmare of her choosing — all subjects of the effect will experience the same visions and images. The ongoing slumber lasts for as long as Ysera concentrates, which could be a significant length of time — days, even. She can employ this ability at most once per week, but normally does so only on rare occasions.

Shapechange (Ex): Ysera can take any form she desires, as though constantly under the effects of a *shapechange* spell. She often appears as a creature of nature, or even a tree or other innocuous plant. As such she can easily be seen, but is rarely recognized for what she truly is.

Portfolio

Ysera is the absolute ruler of the Emerald Dream. As such, most druids of the wild venerate her; and even if some do not treat her as a deity, she is at least acknowledged as one of the greatest paragons of nature in existence. She often visits her followers and allies in dreams, although these dreams are not always fully understood. She is a keeper of great knowledge, but does not give up her secrets easily, unless the need is great.

The Elemental Lords

Former servants of the evil Old Gods, the Elemental Lords once ruled Azeroth. Yet when the titans defeated the Old Gods, they banished the Elemental Lords and all elementals to a planar prison known now as the Elemental Plane. Currently, Ragnaros the Firelord inhabits Azeroth, a somewhat unwilling captive of the Dark Iron dwarves who worship him; and while he seeks to return to the Elemental Plane, he may still wreak grave destruction upon Azeroth.

See Chapter Five for details on each Elemental Lord's realm in the Elemental Plane.

Special Abilities

The Elemental Lords have two special abilities, described below, tied to their elemental natures. Specific details (e.g., saving throws) are provided in the Elemental Lord's individual entry.

Elemental Command

Within the area of its divine presence, an Elemental Lord is the master of all elementals of its subtype, except primal and elder elementals. All smaller elementals obey their Lord unquestioningly. Larger ones usually do, but should they wish to resist its commands, they may attempt to do so with a Will save at a DC listed in the Elemental Lord's individual entry. The Elemental Lord can also break another being's control of a summoned or enchanted elemental; the one maintaining the control must make a Will save at the same DC to resist the attempt. If either of these saves succeeds, the Elemental Lord may not make another attempt to control or command that elemental for 1 full day.

Elemental Magic Control

Whenever any spell with the listed subtype is cast anywhere within the area of the Elemental Lord's divine presence, it is instantly aware of the spell and can take control of the magic as he wishes. It can counter the spell, transfer it to another target or area, or turn it back on its caster. This ability also functions against elemental spell-like abilities employed by other creatures, elementals or otherwise, with the sole exception of those used by creatures with more Hit Dice than the Elemental Lord.

An Elemental Lord can similarly control the abilities of magic items that employ spells or spell-like abilities of the listed subtype, with the sole exception of those imbued within major artifacts. If a magic item that employs the listed subtype (other than a major artifact) enters the Elemental Lord's divine presence, it is immediately aware of the item and can cancel, alter or take control of the item's effects at its option.

Al'Akir the Windlord

Colossal Elemental (Air, Eternal, Extraplanar)

Hit Dice:	48d8+336 (720 hp)
Initiative:	+23
Speed:	Fly 120 ft. (perfect)
Armor Class:	64 (–8 size, +15 Dex, +36 natural, +7 deflection, +4 divine), touch 28, flat-footed 49
Base Atk/Grapple:	+36/+62
Attack:	Slam +52 melee (4d8+15/19–20)
Full Attack:	Slam +52/+47/+42/+37 melee (4d8+15/19–20)
Space/Reach:	40 ft./25 ft.
Special Attacks:	Air mastery, epic weapons (chaotic), stormshape, whirlwind, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing*, booming voice, Eternal immunities, Eternal presence (4,800 ft., DC 41), elemental command (DC 41), elemental magic control (air, electricity), fast healing 24, immortality, immunity to electricity, resistance to acid, cold, fire and sonic 10, uncanny dodge, damage resistance 25/epic, spell resistance 35, air subtype, elemental traits, Eternal traits
Saves:	Fort +36, Ref +49, Will +26
Abilities:	Str 30, Dex 40, Con 24, Int 21, Wis 18, Cha 24
Skills:	Escape Artist +66, Hide +66, Knowledge (the elements) +56, Listen +57, Move Silently +66, Spot +57, Tumble +66

Feats: Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Hover, Improved Combat Reflexes, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Epic Feats: Blinding Speed (x2), Superior Initiative

Environment: Elemental Plane (Skywall)

Organization: Unique

Challenge Rating: 35

Treasure: None

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: +13

At first you see only a whirling cyclone, with flickers of lightning dancing it. Then you realize this is more than just a rapidly approaching windstorm. Looking more closely, you see the silhouette of a winged serpent within the swirling winds, its eyes regarding you through flashing bolts of electricity.

Background

Al'Akir the Windlord rules the skies over the Elemental Plane. His domain touches all the other elements and interacts with them more than any other, and yet he is the most capricious and aloof of all the Lords. He is as likely to stir up trouble one day as he is to casually ignore incursions the next. His mood seems to change as rapidly as the weather.

Combat

Al'Akir uses his great speed to his advantage in battle. He strikes first at those foes who fly and thus present the greatest challenge to his mastery of the air. Climbing into the sky to attack him can be a dangerous proposition. Once all flying foes have been dealt with, he generally employs his whirlwind ability to sweep up creatures on the ground, holding them as long as possible before dropping them in whatever manner deals the most punishment to those who would challenge his might.

Although he is the weakest of the Elemental Lords, the others are hard pressed to attack him on his own turf. He rarely attacks them directly, choosing instead to wreak whatever havoc he can before retreating in the face of determined opposition.

Air Mastery (Ex): Airborne creatures take a –2 penalty on attack and damage rolls against Al'Akir.

Storm Shape (Su): Once per day, Al'Akir can transform himself into a raging thunderstorm. The transformation requires 1 full round to complete, during which he swiftly shifts into a massive, roiling black cloudbank with lightning dancing within. He must be outdoors to employ this ability, which turns him into a 250-foot by 250-foot by 1,000-foot towering bank of clouds that lasts for up to 1 full hour and stands anywhere from 100 to 500 feet above the ground. While in this shape, he is treated as though he is under the effects of a tireless greater rage for the duration of the thunderstorm. He can move at his normal speed and may perform any of the following abilities at will:

Lightning Bolt (Su): Each round, Al'Akir can loose 2d6 lightning bolts, each at a different target within 500 feet of his storm cloud form in any direction he wishes. The targeted creature suffers 20d6 points of electricity damage, Reflex DC 30 for half.

Slam Attack (Ex): Any creature underneath Al'Akir or within 100 feet of his cloud form is subject to one wind-based slam attack per round at his full attack bonus.

Tornado (Su): Al'Akir can create a single whirlwind underneath his cloud shape that must remain directly below his cloud body. He can move this at a speed of 50 feet laterally, keeping the body of the tornado between the lower edge of his cloudbank and the ground beneath. If any other air elementals are present in the area, they can form whirlwinds

that duplicate these effects (at their own normal levels of power) that last for as long as his storm form is maintained. Al'Akir may not use a slam attack or lightning bolt against any creature trapped within a whirlwind, either his own or those of another elemental, and different whirlwinds may not overlap.

Whirlwind (Su): Al'Akir can transform himself into a whirlwind once every 10 minutes and remain in that form for up to 24 rounds. In this form, he can move through the air or along a surface at his fly speed. He is 10 feet wide at the base, 40 feet wide at the top, and up to 80 feet tall. He controls his exact height, but this must be at least 10 feet.

Gargantuan or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a DC 67 Reflex save when it comes into contact with the whirlwind or take 5d8 points of damage. It must also succeed at a second DC 67 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 5d8 points of damage each round. A creature that can fly is allowed a DC 67 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Al'Akir can eject any carried creatures whenever he wishes, depositing them wherever the whirlwind happens to be. Typically, he does this over the sides of cliffs, or after carrying them aloft as high as possible.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see *PHB*, Chapter 8: Combat, "Combat Modifiers," *Concealment*). Those caught in the cloud must succeed at a DC 67 Concentration check to cast a spell.

Spell-Like Abilities: At will—*acid fog*, *chain lightning*, *cloudkill*, *lightning shield**; 1/day—heightened *cloudkill* (level 9th), maximized *chain lightning*. Caster level 20th; save DC 27 + spell level.

Portfolio

Al'Akir the Windlord is absolute ruler over the skies, air and storms. He is revered by all air elementals and creatures that fly. It is said that he is aware of all air spells that are cast anywhere throughout the multiverse — although if this is true, he rarely becomes personally involved in their resolution unless they affect him directly.

Neptulon the Tidehunter

Colossal Elemental (Eternal, Extraplanar, Water)

Hit Dice:	96d8+1,056 (1,824 hp)
Initiative:	+22
Speed:	25 ft., swim 120 ft.
Armor Class:	84 (–8 size, +14 Dex, +48 natural, +9 deflection, +11 divine), touch 36, flat-footed 70
Base Atk/Grapple:	+72/+104
Attack:	Slam +81 melee (4d10+24/19–20/+1d6)
Full Attack:	Slam +81/+76/+71/+66 melee (4d8+24/19–20/+1d6)
Space/Reach:	40 ft./25 ft.
Special Attacks:	Water mastery, drench, epic weapons (chaos and evil), frost storm, vortex, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing* booming voice, Eternal immunities, Eternal presence (9,600 ft., DC 69), elemental command (DC 69), elemental magic control (cold, water), fast healing 48, immortality, immunity to cold, resistance to acid, electricity, fire and sonic 20, uncanny dodge, damage resistance 40/epic and 12/—, spell resistance 45, water subtype, elemental traits, Eternal traits
Saves:	Fort +66, Ref +55, Will +58
Abilities:	Str 42, Dex 38, Con 33, Int 26, Wis 24, Cha 33
Skills:	Bluff +110, Diplomacy +110, Escape Artist +113, Hide +113, Jump +115, Knowledge (the planes) +97, Listen +108, Move Silently +113, Sense Motive +106, Spot +108
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed, Damage Reduction (x4), Devastating Critical (slam), Energy Resistance (acid, electricity, fire, sonic), Overwhelming Critical (slam), Superior Initiative

Environment: Elemental Plane (Abyssal Maw)
Organization: Unique
Challenge Rating: 50
Treasure: None
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +13

Rising out of the water above you is a massive humanoid figure shaped from the very liquid itself. The form shifts and changes, but the underlying shape remains the same — a colossal figure that vaguely resembles a humanoid, with swirling blue-green colors whirling within. Only the eyes, a pair of glowing yellow spots in the amorphous head, remain islands of stability.

Background

Neptulon the Tidehunter is the very soul of the deep ocean, where he reigns supreme. Those who would travel across the waves risk his wrath if they should draw his notice; and entering his domain without permission is interpreted as giving yourself over to him, so he can do to you what he wills. He revels in damaging those who feel invulnerable, constantly beating on the Stonemother's rocky beaches and dousing the Firelord's flames whenever he can.

Combat

Neptulon prefers to toy with his prey, dragging it under the water only to let it briefly escape. Sometimes he will maroon a hapless victim on some lonely island and torture it with tidal waves and swirling whirlpools. He always attempts to identify those who cannot survive long underwater, dragging them away to deal with other opponents later. He loves to douse flame whenever he can and harbors a particular hatred of fire elementals.

Water Mastery (Ex): Neptulon gains a +2 attack and damage bonus if both he and his foe touch water. If an opponent or Neptulon are land-bound, he takes a –2 penalty on attack and damage rolls.

Neptulon can be a serious threat to a ship that crosses his path. He can easily overturn even large craft (ships of up to 600 feet in length) and stop massive vessels (ships of less than 1,100 feet in length). Even ocean-going behemoths (ships of less than 2,400 feet in length) can be slowed to half speed.

Drench (Ex): Neptulon's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical srcin if they are Colossal or smaller. He can dispel magical fires he touches as *greater dispel magic* cast by a 96th-level caster.

Frost Storm (Su): Four times per day, Neptulon can form into a massive swirling storm of freezing water, drawn from the very deepest part of the oceans and chilled by his elemental power. The storm is a 300-foot churning sphere of water that moves as he wills, at his swim speed, even extending out of the water into the air or onto the nearby ground (although at least half the sphere must always be in the water). Within the storm, he threatens all adjacent squares out to a distance of 25 feet from the affected zone and can make an infinite number of attacks of opportunity per round. This ability lasts for up to 10 minutes, although he can end it at will. In addition to his normal attacks from that range, Neptulon may also perform any of the following abilities at will:

Block of Ice (Su): Neptulon can encase any single 30-foot spherical area in a block of frozen water, immobilizing everything inside and dealing 6d6 points of cold damage per round. Targets inside may make a DC 65 Reflex save to escape the area, but only if they have a swim speed equal to the distance between their present location and the edge of the sphere. The block of ice rises toward the surface of the water at a speed of 30 feet per round.

Once outside the area of the frost storm effect, the ice melts enough to free its occupants in 3d6 rounds.

Chilling Touch (Ex): While he is within a frost storm, Neptulon is continuously *hasted* (this effect cannot be countered or dispelled). Furthermore, all creatures therein that are not immune to cold must make a DC 60 Fortitude save every round or be *slowed*. A *haste* spell or 20 points of fire damage will cancel the *slow*, but a new saving throw is required as long as the subject remains within the storm.

Crushing Pressure (Su): Neptulon can increase the water pressure within the storm area to incredible levels, dealing 10d6 points of bludgeoning damage to all creatures inside (friend or foe, except himself), DC 65 Fortitude save for half. Creatures within a block of ice are immune to this attack.

Ice Crystals (Su): Each round, Neptulon can create 2d6 razor-sharp crystals of ice that strike individual targets at any desired point up to 500 feet from the storm zone, even outside the water. Each ice crystal affects a 30-foot radius area, dealing 20d6 points of cold damage, DC 65 Reflex save for half, plus 10d6 points of piercing damage, no saving throw.

Slam Attack (Ex): Any creature within the storm or within 100 feet is subject to one water-based slam attack per round at Neptulon's full attack bonus.

Vortex (Su): Neptulon can transform himself into a vortex once every 10 minutes, provided he is underwater; he can remain in that form for up to 48 rounds. In this form, he can move through the water or along the bottom at his swim speed. He is 5 feet wide at the base, 50 feet wide at the top, and up to 80 feet tall. He controls his exact height, but this must be at least 10 feet.

Gargantuan or smaller creatures might take damage when caught in the vortex and may be caught in the vortex. An affected creature must succeed at a DC 72 Reflex save when it comes into contact with the vortex or take 6d10 points of damage. It must also succeed in a second DC 72 Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking 6d10 points of damage each round. A creature that can swim is allowed a DC 72 Reflex save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Neptulon can eject any carried creatures whenever he wishes, depositing them wherever the vortex happens to be. Typically, he does this near natural vents, in deep water, near dangerous creatures, or within other harmful surroundings.

If the vortex's base touches the ocean floor, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see *Player's Handbook* Chapter 8: Combat, "Combat Modifiers," *Concealment*). Those caught in the cloud must succeed at a DC 72 Concentration check to cast a spell.

Spell-Like Abilities: At will—*blizzard**, *cone of cold*, *crushing wave††*, *frost armor**, *frost bolt††*, *frost nova**, *ice storm*, *slow*, *wall of ice*; 1/day—maximized and widened *blizzard** with no concentration required, maximized *cone of cold*, maximized and empowered *frost bolt††*, maximized and widened *frost nova**. Caster level 20th; save DC 31 + spell level.

Portfolio

Neptulon the Tidehunter is ruler over water, seas, lakes, oceans and rivers. He is revered by all water elementals and creatures that employ water or cold as primary abilities. Some believe that when an intelligent creature drowns, her soul passes through Neptulon's realm on its way to its final reward. He supposedly keeps those souls that interest or amuse him, but Neptulon only laughs at such suggestions.

Ragnaros the Firelord

Colossal Elemental (Eternal, Extraplanar, Fire)

Hit Dice:	64d8+576 (1,088 hp)
Initiative:	+22
Speed:	65 ft.
Armor Class:	68 (–8 size, +14 Dex, +38 natural, +8 deflection, +6 divine), touch 30, flat-footed 54
Base Atk/Grapple:	+48/+75
Attack:	Slam +55 melee (4d8+16/19–20 plus 5d8 fire)
Full Attack:	Slam +55/+50/+45/+40 melee (4d8+16/19–20 plus 5d8 fire)
Space/Reach:	40 ft./25 ft.
Special Attacks:	Burn, call lava, epic weapons (chaotic), spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, *true seeing*, booming voice, Eternal immu-

nities, Eternal presence (6,400 ft., DC 50), elemental command (DC 50), elemental magic control (fire), fast healing 32, immortality, immunity to fire, resistance to acid, cold, electricity and sonic 10, uncanny dodge, damage resistance 30/epic, spell resistance 38, fire subtype, elemental traits, Eternal traits

Saves: Fort+43, Ref+55, Will+37

Abilities: Str 32, Dex 39, Con 28, Int 21, Wis 20, Cha 27

Skills: Balance+81, Climb+78, Escape Artist +81, Jump +78, Knowledge (the planes) +72, Listen +74, Spot +74

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Epic Feats: Blinding Speed, Dire Charge, Epic Will, Superior Initiative

Environment: Elemental Plane (the Firelands)

Organization: Unique

Challenge Rating: 40

Treasure: None

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: +13

The being approaches you, sheathed in flame. Inside, you see what is plainly a humanoid figure, with two arms, two legs, a head, and eyes that glow with a blue-white fire. The heat radiating from its body is intense, even at a distance. The air between you shimmers like the waves rising from the desert in the heat of deep summer.

Background

Ragnaros the Firelord is the most volatile of the Elemental Lords and revels in destruction, especially that of growing, living things. This activity puts him constantly at odds with Therazane the Stonemother, who lives in symbiosis with plants and animals. Whenever possible, Ragnaros splits the earth and sends fiery trails of lava through and over her carefully wrought creations. Ragnaros has a tenuous alliance with Al'Akir the Windlord, for there can be no true conflagrations without air to fuel them. He is the mortal enemy of Neptulon the Tidehunter, against whose might he is usually swept away.

At the end of the dwarven civil war known as the War of the Three Hammers, Ragnaros was mistakenly summoned by the Dark Iron king, Thaurisan. Ripped into the physical world, his arrival proved so catastrophic that he shattered the Redridge Mountains and created the Blackrock volcano (see Chapter Two: Azeroth in **Lands of Conflict**). Ragnaros now lives within the volcano, biding his time to escape the physical world. Although he has enslaved the Dark Iron dwarves who summoned him, he hungers still to ravage the world around him.

Combat

Ragnaros is a violent sort who delights in causing pain and anguish whenever possible. In battle, he avoids those who are immune or resistant to fire and instead concentrates on those he can harm through burning. If he cannot cause his foes to writhe in agony, he instead forces the ground beneath them to open up, calling forth lava to immolate his foes. Should this tactic fail to achieve the desired result, he generally loses interest and retreats. He has no honor and feels no shame in quitting the battlefield should he be threatened or become bored.

Burn (Ex): Those hit by Ragnaros's slam attack must succeed at a Reflex save (DC 67) or catch fire. The flame burns for 1d4 rounds (see *DMG*, Chap-

ter 8: Glossary, "Heat Dangers," *Catching on Fire*). A burning creature can take a move action to put out the flame.

Creatures hitting the Firelord with natural weapons or unarmed attacks take fire damage as though hit by his attack, and also catch fire unless they succeed at a Reflex save.

Call Lava (Su): Twice per day, Ragnaros can sunder the earth and summon forth a fountain of gushing lava, which is under his complete control. The summoning requires one full round to complete, during which he enters the fountain and is revitalized by it. The fountain of lava is an immobile, churning geyser 100 feet by 100 feet with a height of up to 500 feet as he wills. Within the fountain, he threatens all adjacent squares out to a distance of 25 feet from the lava area and can make an infinite number of attacks of opportunity per round. This ability lasts for up to 10 minutes, although he can end it at will. In addition to his normal attacks from that range, Ragnaros may also perform any of the following abilities at will:

Lava Balls (Su): Each round, Ragnaros can fling 1d6+2 balls of molten magma, each at a different spot within 500 feet in any direction he wishes. Each lava ball explodes in a 20-foot radius as a *fireball*, scoring 20d6 points of fire damage, Reflex DC 38 for half.

Magma Pool (Su): By aiming a stream of lava at a specific point anywhere within 500 feet of himself, Ragnaros can create a pool of superheated rock that deals 20d6 points of fire damage on any creature standing in that area. The zone has a radius of 50 feet; creatures within suffer the damage each round they stand upon the magma (no saving throw, but they can avoid the damage by moving out of the area on their next action). The superheated magma pool lasts for 5 rounds, although if it is located on a sloping or porous surface, the lava may drain away on its own. If the lava is formed on a wet surface, a cloud of steam forms as well, limiting visibility as though an *obscuring mist* spell were present in the affected area.

Rain of Fire (Su): Out to a range of 250 feet, Ragnaros can rain down a hail of molten lava that deals damage as an enhanced *rain of fire** spell. The effect is delivered as though the Widen Spell and Empower Spell feats were employed when the spell was cast.

Revitalization (Ex): While within the lava fountain, Ragnaros's fast healing rate is doubled. Furthermore, if he foregoes all other actions in a given round, he is completely healed of all damage. He may use this latter ability only once per minute, and if he does employ it, his fast healing reverts to normal levels for the next 3 rounds thereafter.

Slam Attack (Ex): Any creature inside the fountain or within 100 feet is subject to one fire-based slam attack per round at Ragnaros's full attack bonus.

Note that if Ragnaros uses his call lava ability, the earth itself cries out in pain. This event is likely to draw one or more earth elementals to the scene, and may also attract the attention of Therazane the Stonemother. Within the area of Therazane's divine presence, Ragnaros may not employ his revitalization ability, but may employ any of the other powers listed above.

Spell-Like Abilities: At will—*blazing column*††, *delayed blast fireball*, *fireball*, *immolation**, *rain of fire**, *wall of fire*; 1/day—maximized and widened *fireball*, *meteor swarm*, heightened *wall of fire* (9th level). Caster level 20th; save DC 28 + spell level.

Portfolio

Ragnaros the Firelord is ruler over flame, heat and conflagration. He is revered by all fire elementals and creatures that employ fire as a primary weapon, as well as more than a few pyromaniacs. Some wizards believe they have heard his mocking laughter in the high-powered fire spells they cast, but this is most likely just their imaginations.

Ragnaros is presently absent from his plane, having been summoned by the Dark Iron dwarves of Khaz Modan. He presently commands their utter allegiance while struggling to find a way to return to the Elemental Plane and the Firelands.

Therazane the Stonemother

Colossal Elemental (Earth, Eternal)

Hit Dice:	80d8+960 (1,600 hp)
Initiative:	+11
Speed:	25 ft., burrow 60 ft.
Armor Class:	67 (–8 size, +3 Dex, +48 natural, +6 deflection, +8 divine), touch 19, flat-footed 64
Base Atk/Grapple:	+60/+93
Attack:	Slam +70 melee (4d10+25/19–20/+1d6)

Full Attack: Slam +70/+65/+60/+55 melee (4d10+25/19–20), or rock strike +55 ranged (8d6+17)

Space/Reach: 40 ft./25 ft.

Special Attacks: Earth mastery, earthquake, epic weapons (lawful), push, spell-like abilities

Special Qualities: Darkvision 120 ft., low-light vision, *true seeing*, booming voice, Eternal immunities, Eternal presence (8,000 ft., DC 56), elemental command (DC 56), elemental magic control (acid, earth), fast healing 40, immortality, immunity to sonic, resistance to acid, cold, electricity and fire 10, uncanny dodge, damage resistance 35/epic and 9/—, spell resistance 42, earth subtype, elemental traits, Eternal traits

Saves: Fort+64, Ref+39, Will+42

Abilities: Str 44, Dex 16, Con 34, Int 22, Wis 16, Cha 22

Skills: Climb +100, Escape Artist +86, Hide +86, Intimidate +88, Knowledge (dungeoneering) +87, Listen +98, Sense Motive +86, Spot +88

Feats: Alertness, Cleave, Combat Reflexes, Cleave, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)

Epic Feats: Damage Reduction (x3), Devastating Critical (slam), Epic Weapon Focus (slam), Overwhelming Critical (slam), Superior Initiative

Environment: Elemental Plane (Deephome)

Organization: Unique

Challenge Rating: 45

Treasure: None

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +13

As you watch, the earth ahead seems to rise up, forming into a monstrous humanoid covered with stones, earth and clinging plants. It has squat legs and four powerful arms, and the suggestion of large, saggy breasts and wide hips indicate that this creature is undeniably female. Unblinking eyes of gold-flecked agate stare at you from a face that seems curious, inquisitive… and you see what appear to be two other faces beside the one that regards you now, one of anger and fury, the other of perhaps sorrow and longing.

Background

Therazane is a powerful opponent when she chooses to be, but is actually the most peaceful of the Elemental Lords. She is a patient, loving, motherly type who encourages growing things and loves simply to spend long periods of time relaxing with those creatures that make their homes upon her. She often feels as though she is always at war with the other Elemental Lords: Al'Akir erodes her surface with winds, Neptulon beats his waves constantly upon her shores, and Ragnaros is a blazing furnace that churns at her fiery core. She would be perfectly happy if the three of them would just go away.

Combat

Therazane is slow to anger and attempts to avoid combat whenever possible. If roused to battle, however, she can be a fearsome, powerful opponent. She typically drives toward the most dangerous foe, smashing her target into tiny pieces before moving on to the next. Should she be seriously challenged, she simply sinks into the earth and retreats.

Earth Mastery (Ex): Therazane gains a +2 attack and damage bonus if both she and her foe touch the ground. If an opponent is airborne or waterborne, she takes a –2 penalty on attack and damage rolls.

Earthquake (Su): Three times per day, Therazane can spread herself across the ground in an area and set it to shaking violently. Forming into an earthquake requires 1 full round to complete, during which she sinks into the ground and spreads herself upon it. In this form, she is 200 feet by 200 feet by 200 feet in size and can move in any direction through the earth at her burrowing speed without leaving any trace of her passing. Within this zone, she threatens all adjacent squares out to a distance of 25 feet and can make an infinite number of attacks of opportunity per round. This ability lasts for up to 10 minutes, although she can end it at will. In addition to her normal attacks from that range, Therazane may also perform any of the following abilities at will:

Diffuse Body (Ex): While in the earthquake form, Therazane's body is intermixed with the ground itself. She is considered to have partial concealment (50% miss chance) and her damage resistance is increased by 3/—.

Earthquake Effects (Su): By directing a specific quake against a particular target, she can duplicate any or all of the effects of an *earthquake* spell within the area of effect as she wishes. She may target an area no larger than a 30-foot sphere in any given round, however.

Rock Strike (Su): Each round, by bucking the ground frantically with her quaking form, Therazane can fling 3d6 large rocks each at a different spot within 500 feet in any direction she wishes. Each stone is flung using a ranged attack at Therazane's full ranged attack bonus, dealing 8d6+17 points of damage on a successful hit.

Slam Attack (Ex): Any creature inside the earthquake or within 100 feet of this location is subject to one earth-based slam attack per round at Therazane's full attack bonus.

Thundering Quake (Ex): While Therazane is in earthquake form, all creatures within the area of the quake must make a DC 40 Reflex save or suffer 8d10 points of bludgeoning damage and be knocked prone from all that bouncing around. If the save succeeds by 10 or less, the subject is still knocked prone. Flying creatures cannot be knocked down, but still take damage if they fail the saving throw, due to chunks of rock and debris being thrown up by the constantly shaking earth.

Push (Ex): Therazane can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to her opposed Strength checks.

Spell-Like Abilities: At will—*earthquake, entangling roots*, meld into stone, shockwave*, stone shape, transmute mud to rock, transmute rock to mud, wall of stone*; 1/day—*flesh to stone, freedom, imprisonment, stone to flesh.* Caster level 20th; save DC 27 + spell level.

Portfolio

Therazane the Stonemother is ruler over the earth, dirt, rock and mountains. She is revered by all earth elementals and creatures that dwell underneath the ground. Some druids of the wild see her as the embodiment of all that is peaceful and calm about the world. Some sages believe she feels pain whenever the ground is sundered and weeps at the destruction wrought by Deathwing and his ilk. If so, however, she has done nothing specific to oppose the great dragon.

The Titans

A generally aloof creator race, the titans are now a subject of significant interest on Azeroth, at least for the dwarves. Their part in Azeroth's history lies far, far back in time, although Sargeras has of course taken a more active role in recent conflicts through the Burning Legion. Here, we present statistics for the two known races of titans and for the members of the Pantheon — the leaders of the titans and some of the universe's most powerful entities.

The figure is humanoid but gigantic, with gleaming metallic skin and a perfection of form that makes the heart ache.

Description

Very little is known about the titans save for scraps the dwarves have unearthed and some vague night elf folklore. Few scholars actually believe the mighty demigods even existed. Legend holds that the great ones shaped the land when the world was young, then left the world to its own devices.

The ruins and buried cities that remain on Azeroth — Uldum beneath the Tanaris Desert, Ulduar beneath the Storm Peaks of Northrend, and Uldaman beneath the dwarven home of Khaz Modan — are known to a few to actually be "titanic" ruins. Most mortals believe that they are only ancient ruins.

There are two presumed types of titan, the stronger smarter, more agile Aesir, and the tougher but less powerful Vanir. One scholar has postulated that there are other subspecies of titans. No titans have ever been spotted, and it is believed that they live among the stars where they continue to this day shaping new worlds.

Titan Races

	Aesir	Vanir
	Gargantuan Outsider (Air, Lawful, Water)	**Gargantuan Outsider (Earth, Lawful)**
Hit Dice:	45d8+675 (877 hp)	40d8+720 (900 hp)
Initiative:	+6	+5
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	48 (–4 size, +2 Dex, +40 natural), touch 8, flat-footed 46	47 (–4 size, +1 Dex, +40 natural), touch 7, flat-footed 46
Base Attack/ Grapple:	+45/+77	+40/+71
Attack:	*+5 warhammer* +67 melee (4d6+25/x3) or slam +61 melee (3d8+19)	*+5 warhammer* +61 melee (4d6+25/x3) or slam +55 melee (3d8+19)
Full Attack:	*+5 warhammer* +67/+62/+57/+52 melee (4d6+24/x3) or 2 slams +61 melee (3d8+19)	*+5 warhammer* +61/+56/+51/+46 melee (4d6+24/x3) or 2 slams +55 melee (3d8+19)
Space/Reach:	20 ft./15 ft.	20 ft./15 ft.
Special Attacks:	Domination, spell-like abilities	Domination, spell-like abilities
Special Qualities:	Damage reduction 20/adamantine and epic, divine recall, fast healing 10, favored enemy, flight, immortal, keen senses (blindsense 45 mi., darkvision 135 mi., low-light vision 225 mi.), metal flesh, shining brilliance, sense life, skill master, spell resistance 30, telepathy, titan traits	Damage reduction 20/adamantine and epic, divine recall, fast healing 10, favored enemy, flight, immortal, improved stonecunning, keen senses (blindsense 40 mi., darkvision 120 mi., low-light vision 200 mi.), metal flesh, shining brilliance, sense life, skill master, spell resistance 30, telepathy, titan traits
Saves:	Fort +41, Ref +28, Will +37	Fort +42, Ref +25, Will +35
Abilities:	Str 51, Dex 15, Con 40, Int 31, Wis 33, Cha 28	Str 48, Dex 12, Con 47, Int 26, Wis 33, Cha 25
Skills:	Appraise +34, Bluff +33, Concentration +63, Craft (any 3) +68, Decipher Script +58, Diplomacy +37, Heal +59, Hide -10, Intimidate +35, Knowledge (any 3) +68, Listen +69, Search +66, Sense Motive +59, Spellcraft +58, Spot +69, Survival +59. Use Magic Device +57	Appraise +32, Bluff +31, Concentration +61, Craft (any 3) +61, Decipher Script +32, Diplomacy +35, Heal +35, Hide -11, Intimidate +33, Knowledge (any 3) +61, Listen +64, Search +59, Sense Motive +35, Spellcraft +32, Spot +64, Survival +54, Use Magic Device +30
Feats:	Alertness, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*chain lightning*), Skill Focus (one Craft skill), Skill Focus (one Knowledge skill), Spell Penetration, Weapon Focus (warhammer)	Alertness, Awesome Blow, Cleave, Great Fortitude, Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (one Craft skill), Skill Focus (one Knowledge skill), Spell Penetration, Weapon Focus (warhammer)
Environment:	Any	Any
Organization:	Solitary, pair, or group (3–6)	Solitary, pair, or group (3–6)
Challenge Rating:	30	28
Treasure:	Double standard, including *+5 warhammer*	Double standard, including *+5 warhammer*
Alignment:	Usually lawful neutral	Usually lawful neutral
Advancement:	By character class	By character class
Level Adjustment:	+17	+16

The Aesir are platinum-skinned giants that once crafted the oceans and skies. Their sphere of power is storm, frost and water. They are highly reclusive, shying away from all mortal creatures, not wanting to disrupt the delicate balance of their evolution. Their direct children are the mountain and sea giants, whom they created to help them tend to the high peaks and oceans of the world.

The Vanir are bronze-skinned giants who crafted the mountains and deep places of the world. Their children are the dwarves and cursed troggs who helped them carve out the earth. Like the Aesir, they tend to stay away from mortal creatures.

Each titan cultivates specific interests that relate to particular elements or energy types — essentially, to some small aspect of creation over which the titan holds a measure of dominance. Effects of these interests appear primarily in bonuses to related Craft and Knowledge skills, but an individual titan's special abilities can also reflect its specific interest. Some titans refer to the piece of creation upon which they focus as their "sphere of power."

Combat

Titans generally believe they are invincible. They wade into the thickest of battles using their most powerful abilities, or even just swinging with massive, alloyed fists. Titans with well-defined spheres of power have wildly varying combat tactics, focusing primarily upon the strengths of their spheres.

Domination (Su): At will, as a standard action, a titan can crush the will of his favored enemy. This effect is as the spell *dominate monster* (caster level 20th) but can only target the titan's favored enemy. The saving throw DC is 10 + half the titan's HD + the titan's Charisma modifier.

Divine Recall (Ex): Titans can remember without error every event they have ever encountered.

Favored Enemy (Ex): A titan chooses one type of creature from among those given on Table 3–14: Ranger Favored Enemies of the *Player's Handbook*. The titan gains a +10 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against creatures of this type. Likewise, he gets a +10 bonus on weapon damage rolls against such creatures.

Flight (Su): Through force of will, a titan can levitate and fly. An Aesir titan has a base fly speed of 80 feet, while a Vanir titan has a base fly speed of 40 feet. Both have perfect maneuverability. However, any time a flying titan makes a change in speed or direction, his fly speed drops to half of normal (40 feet or 20 feet) for that round.

When a titan flies in a straight line, the titan is able to accelerate his base speed by another 20 feet per round. For example, an Aesir titan just starting out can move 40 feet. On his second round of movement his fly speed is 80 feet. On his third round of movement his fly speed is 100 feet, then 120 feet, then 140 feet, and so on. There is no known upper limit to a titan's maximum speed. However, a titan only decelerates at 20 feet per round as well. Titans use this ability only when traveling great distances, such as between worlds. They accelerate for hours before leveling out their speeds, and then begin deceleration many hours before arrival at their expected destinations.

Immortal (Ex): Titans are immortal. They do not age, eat, sleep or breathe. A titan cannot die from natural causes or from taking massive damage.

Keen Senses (Ex): Titans have god-like senses. A titan has low-light vision up to 5 miles per Hit Die, darkvision up to 3 miles per Hit Die, and blindsight up to 1 mile per Hit Die.

Metal Flesh (Ex): Titan flesh is metallic, and their veins pump molten iron and precious metals for blood. Aesir skin is platinum, while Vanir skin is bronze.

A titan has damage reduction 5/— that overlaps with but does not stack with its normal damage reduction of 20/adamantine and epic.

A titan's metallic body has resistance to cold and fire 30, plus resistance to acid, electricity and sonic 15.

Cold spells reduce a titan's fast healing by an amount equal to the cold damage inflicted (down to a minimum of 0). Fast healing returns at 1 point per round. Fire causes damage normally, but also restores a titan's fast healing if it has been reduced.

Sense Life (Su): A titan can concentrate to sense life within a 1-mile radius. Like an opposite of the spell *detect undead*, in the first round the titan senses only the presence or absence of life. After the second round the titan knows the number of living creatures in the area and the strength of the strongest living creature's aura. After the third round the titan knows the strength and location of each living creature's aura in the area. If an aura is outside the titan's line of sight, he discerns its direction but not its exact location.

Shining Brilliance (Ex): A titan's metallic flesh shines with a blinding brilliance when in light greater than shadowy illumination. Any creature looking directly at a titan in bright conditions must make a DC 20 Fortitude save or be blinded for 2d6 minutes. Creatures without sight are immune to this effect.

Skill Master: A titan chooses any 20 skills to be class skills. These choices typically include a few Craft and Knowledge skills appropriate to the titan's specific interests. The most common class skills chosen by a titan are Appraise, Bluff, Concentration, Craft (any 3), Decipher Script, Diplomacy, Heal, Intimidate, Knowledge (any 3), Listen, Search, Sense Motive, Spellcraft, Spot, Survival and Use Magic Device.

Telepathy (Su): Titans do not speak. A titan can communicate telepathically with any creature it can see, and with any creature on any plane with whom it is familiar (has previously met).

Titan Traits: Titans are immune to banishment and imprisoning effects, death effects, disease, disintegration, energy drain, exhaustion, fatigue, mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), nonlethal damage, paralysis, poison, petrification, polymorphing attacks, sleep effects and stunning.

Skills: A titan receives a +10 racial bonus on all Craft and Knowledge checks related to its specific interests. All titans receive a +8 racial bonus on Listen, Search and Spot checks.

Aesir

Spell-Like Abilities: At will—*call lightning storm* (DC 24), quickened *chain lightning* (DC 25), *control water*, *control weather*, *control winds* (DC 24), *gust of wind* (DC 21), *polar ray*, *sleet storm*, *whirlwind* (DC 27), *wind wall*. Caster level is 20th; save DC 19 + spell level. Saving throws are Charisma-based.

Vanir

Spell-Like Abilities: At will—*earthquake*, *meld into stone*, *move earth*, *repel metal or stone*, *stone shape*, *transmute rock to mud*, *transmute mud to rock*, *wall of stone*. Caster level is 20th; save DC 17 + spell level. Saving throws are Charisma-based.

Improved Stonecunning (Ex): Vanir titans know the location of all stonework (such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky ceilings, natural and artificial tunnels and caves, and the like) within 1 mile. Something that is not stone but is disguised as stone also counts as unusual stonework. A Vanir titan always knows his depth underground.

Aggramar the Avenger

Male Vanir titan, 26th-level fighter/10th-level gladiator
Gargantuan Outsider (Earth, Eternal, Extraplanar, Lawful)

Hit Dice:	40d8+36d10+928 (1,608 hp)
Initiative:	+9
Speed:	85 ft. (17 squares), fly 60 ft. (perfect)
Armor Class:	78 (–4 size, +5 Dex, +45 natural, +15 deflection, +7 divine), touch 33, flat-footed 73
Base Atk/Grapple:	+40/+99
Attack:	*Taeshalach* +91 melee (6d6+70/17–20/+1d6)
Full Attack:	*Taeshalach* +91/+86/+81/+76/+91 melee (6d6+70/17–20/+1d6), or slam +83 melee (3d8+29)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Blade whirlwind, critical strike 3/day, maximum damage 3/day, supreme

cleave, two-handed mastery, domination (DC 68), epic weapons (lawful), spell-like abilities

Special Qualities: Darkvision 228 mi, low-light vision 380 mi., blindsight 76 mi., *true seeing* command, improved mirror image, improved strike like the wind, booming voice, damage reduction 20/adamantine and epic, Eternal immunities, Eternal presence (7,600 ft., DC 68), fast healing 38, favored enemy (evil outsiders), flight, immortal, improved stonecunning, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense life, skill master, spell resistance 35, telepathy, uncanny dodge, earth subtype, lawful subtype, titan traits, Eternal traits

Saves: Fort +92, Ref +72, Will +85

Abilities: Str 68, Dex 21, Con 60, Int 38, Wis 46, Cha 50

Skills: Bluff +93, Craft (armorsmithing) +110, Craft (weaponsmithing) +110, Decipher Script +64, Diplomacy +96, Heal +68, Hide +0, Intimidate +114, Knowledge (arcana) +69, Knowledge (military tactics)* +116, Knowledge (the planes) +92, Listen +94, Profession (military commander)† +104, Search +90, Sense Motive +91, Spellcraft +83, Spot +94, Survival +86, Tumble +73, Use Magic Device +88

Feats: Awesome Blow, Bash*, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Control Magic†, Devour Magic†, Diehard, Dodge, Drop Cut†, Endurance, Feedback†, Flyby Attack, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Improved Initiative[B], Mobility, Power Attack, Quicken Spell-Like Ability (*chain lightning*), Quicken Spell-Like Ability (*heal*), Quicken Spell-Like Ability (*greater dispel magic*), Spellbreaker†, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack

Epic Feats: Battle Dance‡‡, Dire Bash‡‡, Devastating Critical (greatsword), Epic Spellbreaker‡‡, Improved Awesome Blow‡‡, Improved Devour Magic‡‡, Massive Feedback‡‡, Moving Whirlwind Attack‡‡, Overwhelming Critical (greatsword), Unstoppable‡‡

Environment: Any

Organization: Unique

Challenge Rating: 71

Treasure: Double standard, including *Taeshalach*

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +19

The bronze giant stares down impassively, his body wrapped in a gold toga. A huge, oddly-shaped sword is sheathed across his back; the blade almost looks like the broken shard of some larger construction.

Background

Once Sargeras's lieutenant, Aggramar took over Sargeras's position when his superior changed sides. Aggramar is now in charge of combating the Burning Legion and eliminating its demonic taint. Very bland and unemotional, Aggramar is much more cool-headed than his former master. He follows orders and implements tactics in a firm, professional manner, performing all duties as they should be done. The only emotion he feels is hate: he despises Sargeras with every ounce of his metallic blood. This rage could cloud his judgment and be his doom some day.

Aggramar's sword was once part of a larger weapon called *Gorshalach* ("Dark Render"), which was the most powerful weapon in the universe. Sargeras wielded the mighty blade until his fall, when the weapon, semi-sentient, sundered itself rather than remain in evil's grasp. Aggramar knows that if he ever unites his half, *Taeshalach* ("Flame Rend"), with Sargeras's half, *Gorshalach* ("Dark Seether"), *Gorshalach* will be reborn. He desires this weapon greatly, but has not yet had the courage to confront Sargeras.

Combat

Aggramar begins most conflicts with *meteor swarm* and a *wish* to improve his defenses (granting him an additional +12 deflection bonus to AC, for example, or making him immune to spells of 5th-level or lower). He then uses *storm, earth, and fire*†† and enters melee, attempting to flank an opponent with the fire and air essences while the earth essence keeps other foes at bay. When the duration expires, Aggramar uses *avatar*†† and remains in melee, using his Epic Spellbreaker†† feat against spellcasters. He also favors Improved Awesome Blow†† and Moving Whirlwind Attack†† when the situation warrants. He alternates between *avatar*†† and *storm, earth, and fire*†† depending on the nature of his opponents.

Vanir Spell-Like Abilities: Caster level 20th; save DC 30 + spell level.

Eternal Spell-Like Abilities: At will—*avatar*††, *chain lightning* (DC 46), *greater dispel magic*, *greater shadow strike*††, *heal* (DC 49), *horrid wilting*, *storm, earth and fire*; 1/day—*mass revival*††, *meteor swarm* (DC 49), *wish* (DC 49). Caster level 20th; save DC 40 + spell level.

Skills: Aggramar receives a +10 racial bonus on all Knowledge (military tactics)*, Knowledge (the planes) and Profession (military commander)† checks.

Portfolio

Aggramar's portfolio is based on eliminating the forces of destruction and dissolution, especially the Burning Legion, and protecting order from entropy through military prowess and combat might. Few on Azeroth know of Aggramar, though as a member of the Pantheon he receives the respect due to all powerful titans. Champions on numerous worlds revere him and cry his name as they charge into battle against the Burning Legion.

Aman'Thul the High Father

Male Aesir titan, 20th-level healer/10th-level druid of the wild/10th-level shaman

Gargantuan Outsider (Air, Eternal, Extraplanar, Lawful, Water)

Hit Dice:	85d8+1,785 (2,465 hp)
Initiative:	+11
Speed:	85 ft. (17 squares), fly 100 ft. (perfect)
Armor Class:	85 (–4 size, +7 Dex, +45 natural, +19 deflection, +8 divine), touch 40, flat-footed 78
Base Atk/Grapple:	+45/+103
Attack:	*Orodur* +96 melee (3d6+34/19–20 plus 4d6 electricity, 4d6 sonic and deafness)
Full Attack:	*Orodur* +94/+89/+84/+79 melee (3d6+34/19–20 plus 4d6 electricity, 4d6 sonic and deafness) and *Orodur* +94/+89/+84 melee (3d6+21/19–20 plus 4d6 electricity, 4d6 sonic and deafness), or 2 slams +87 melee (3d8+26)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Domination (DC 71), epic weapons (lawful), spells, spell-like abilities
Special Qualities:	Darkvision 255 mi., low-light vision 425 mi., blindsight 85 mi., *true seeing*, *dreamwalking*, elemental mastery, healing touch, green sleep, nature sense, spontaneous casting (*cure* and *summon nature's ally* spells), weather sense +10, wild shape 5/day, woodland stride, booming voice, damage reduction 20/adamantine and epic, Eternal immunities, Eternal presence (8,500 ft., DC 71), fast healing 42, favored enemy (chaotic outsiders), flight, immortal, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense life, skill master, spell resistance 35, telepathy, uncanny dodge, air subtype, lawful subtype, titan traits, Eternal traits
Saves:	Fort +92, Ref +78, Will +93
Abilities:	Str 62, Dex 24, Con 53, Int 42, Wis 51, Cha 48
Skills:	Bluff +95, Concentration +117, Craft (blacksmithing) +122, Craft (cartogra-

phy) +122, Craft (sculpture) +122, Craft (woodworking) +122, Decipher Script +87, Diplomacy +98, Heal +116, Hide +3, Intimidate +98, Knowledge (arcana) +102, Knowledge (geography) +102, Knowledge (nature) +122, Knowledge (the planes) +102, Listen +114, Search +100, Sense Motive +106, Spellcraft +115, Spot +114, Survival +108, Use Magic Device +95

Feats: Awesome Blow, Bash*, Block Spell*, Brew Potion, Empower Spell, Greater Two-Weapon Fighting, Hasten Spell††, Improved Bull Rush, Improved Counterspell, Improved Critical (quarterstaff), Improved Initiative[B], Improved Two-Weapon Fighting, Iron Will, Link Spell††, Magic Energy Control*, Maximize Spell, Quicken Spell, Transcendent Spell††, Two-Weapon Fighting, Power Attack, Weapon Focus (quarterstaff), Widen Spell

Epic Feats: Big Smash‡‡, Dire Bash‡‡, Epic Counterspell‡‡, Improved Awesome Blow‡‡, Improved Metamagic (x2), Improved Spell Capacity (x7)

Environment: Any

Organization: Unique

Challenge Rating: 77

Treasure: Double standard, including *Orodur*

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +20

The massive humanoid creature has platinum skin that gleams and shimmers, throwing dancing lights through the air as he moves. His eyes glow yellow, and he holds a great, metallic staff bearing a lightning motif. Violet-yellow electricity plays across the staff.

Background

Aman'Thul rules the Pantheon — the titan high council. He is the oldest and wisest of his ancient race. Once, Aman'Thul and his brother Sargeras oversaw the creation of innumerable worlds across the Twisting Nether and gently guided countless races to greatness. Sargeras was Aman'Thul's closest advisor and supporter until he turned to evil. Now Aman'Thul looks to his consort Eonar for council. Though the mysterious High Father is rarely seen, every world feels his presence.

Combat

Aman'Thul prefers to keep his distance and pound his foes with magic, casting up to three spells per round (one normal, one quickened, and one hastened). He takes to the air if it seems helpful, hovering above the conflict and raining magical destruction upon his enemies. Against great foes, he uses *gate* to call Eonar, Aggramar or Norgannon to his side. He willingly enters melee if necessary, casting quickened spells every round. He uses *avatar*†† if he exhausts his spells.

Spells: As a 40th-level healer, with access to druid of the wild and shaman spells.

Typical Divine Spells Prepared (cast per day: 6/10/10/10/10/9/8/8/8/7/4/4/4/3/3/3/3; save DC 30 + spell level): 0—*detect magic, guidance, purify food and drink, read magic, resistance, virtue*; 1st—*bane, bless, bless water, divine favor, doom, faerie fire, obscuring mist, remove fear, roar*, speak with animals*; 2nd—*calm emotions, enthrall, frost armor*, hold person, shield other, tree shape, warp wood, wind wall, wood shape, zone of truth*; 3rd—*bestow curse, dispel magic, dominate animal, frost nova*, healing ward*, helping hand, neutralize poison, remove curse, shockwave*, speak with plants*; 4th—*quickened call of the spirits*††, command plants, control water, divine power, flame strike, freedom of movement, immolation*, restora-

tion, status, wall of fire; 5th—*awaken, commune with nature, fire shield, greater command, healing rain**, *greater hooks of binding*††, *ice storm, scrying, wall of stone*; 6th—*blade barrier, cone of cold, fire seeds, force of nature**, *geas/quest, greater dispel magic, harm*, quickened *greater healing light*††; 7th—*acid fog, destruction, earthquake, firestorm, greater scrying, sunbeam, transmute metal to wood*; 8th—*antimagic field, discern location*†, *greater force of nature**, *greater spell immunity*, hastened†† *heal, incendiary cloud, mass cure critical wounds*, transcendent†† *voodoo spirits*††; 9th—*big bad voodoo*††, transcendent†† *crushing wave*††, *elemental swarm, greater counterspell, mass revival*††, *shapechange, vengeance*††; 10th—*big bad voodoo*†† linked†† with *vengeance*††, hastened††, transcendent†† *dispel magic* (x2); 11th—transcendent†† *blade barrier*, transcendent†† *lightning monsoon*††, quickened *mass revival* ††, quickened *vengeance* ††; 12th—quickened, widened *acid fog*; quickened, transcendent†† *dispel magic*; transcendent†† *fire storm*; quickened, transcendent†† *voodoo spirits*††; 13th—hastened††, transcendent†† *harm*; maximized, quickened *horrid wilting*; maximized, quickened *incendiary cloud*; 14th—maximized, transcendent†† *chain lightning*; empowered, maximized, transcendent†† *flame strike*; hastened††, transcendent†† *mass inflict serious wounds*; 15th—empowered, quickened, transcendent†† *flame strike*; maximized, quickened, transcendent†† *frost nova**; quickened, transcendent†† *heal*; 16th—quickened, transcendent†† *fire storm*; maximized, transcendent†† *fire storm* linked†† with empowered, transcendent†† *horrid wilting*

Aesir Spell-Like Abilities: Caster level 20th; save DC 29 + spell level.

Eternal Spell-Like Abilities: At will—*avatar*††, *demand* (DC 47), *dictum* (DC 46), hastened†† *dispel chaos* (DC 44), *greater teleport* (DC 46), hastened†† *major creation, polymorph any object* (DC 47), *shield of law* (DC 47); 1/day— *gate, starfall** (DC 48), *storm of vengeance* (DC 48), *wish* (DC 48). Caster level 20th; save DC 39 + spell level.

Skills: Aman'Thul receives a +10 racial bonus on all Craft, Knowledge (geography), Knowledge (nature) and Knowledge (the planes) checks.

Portfolio

As leader of the titans, Aman'Thul is responsible for the creation of all worlds, including Azeroth. All those who revere the titans ultimately pay their respects to the High Father. On Azeroth, explorers have only recently uncovered the titans' existence, and few aside from the Ironforge dwarves venerate them. Dwarves, being a practical lot, show their respect for the titans by delving ever deeper into their mysteries.

Eonar the Lifebinder

Female Vanir titan, 25th-level healer/10th-level druid of the wild

Gargantuan Outsider (Earth, Eternal, Extraplanar, Lawful)

Hit Dice:	74d8+1,875 (2,475 hp)
Initiative:	+9
Speed:	85 ft. (17 squares), fly 60 ft. (perfect)
Armor Class:	79 (−4 size, +5 Dex, +45 natural, +16 deflection, +7 divine), touch 34, flat-footed 74
Base Atk/Grapple:	+40/+82
Attack:	*Seschenal* +88 melee (3d6+44)
Full Attack:	*Seschenal* +88/+83/+78/+73 melee (3d6+44) or 2 slams +80 melee (3d8+24)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Domination (DC 53), epic weapons (lawful), spells, spell-like abilities
Special Qualities:	Darkvision 225 mi., low-light vision 375 mi., blindsight 75 mi., *true seeing, dreamwalking*, green sleep, healing touch, nature sense, spontaneous casting (*cure* and *summon nature's ally* spells), trackless step, wild shape 5/day, woodland stride, booming voice, damage reduction 20/adamantine and epic, Eternal immunities, Eternal presence (7,500 ft., DC 53), fast healing 37, favored enemy (undead), flight, immortal, improved stonecunning, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense life, skill master, spell resistance 35, telepathy, uncanny dodge, earth subtype, lawful subtype, titan traits, Eternal traits
Saves:	Fort +91, Ref +65, Will +88
Abilities:	Str 59, Dex 21, Con 60, Int 38, Wis 51, Cha 43
Skills:	Bluff +93, Concentration +112, Craft (pottery) +101, Craft (woodworking) +101, Diplomacy +106, Handle Animal +103, Heal +117, Hide +2, Knowledge (arcana) +96, Knowledge (geography) +71, Knowledge (nature) +108, Knowledge (the planes) +83, Listen +110,

	Profession (gardener) +107, Search +91, Sense Motive +102, Spellcraft +104, Spot +110, Survival +106, Use Magic Device +85
Feats:	Awesome Blow, Block Spell*, Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Empower Spell, Forge Ring, Hasten Spell††, Improved Bull Rush, Improved Counterspell, Improved Initiative[B], Iron Will, Magic Energy Control*, Maximize Spell, Power Attack, Quicken Spell, Track, Transcendent Spell††
Epic Feats:	Epic Counterspell‡‡, Improved Metamagic (x2), Improved Spell Capacity (x9), Spell Stowaway (*heal*)
Environment:	Any
Organization:	Unique
Challenge Rating:	70
Treasure:	Double standard, including *Seschenal*
Alignment:	Lawful neutral
Advancement:	By character class
Level Adjustment:	+19

This enormous, bronze-skinned woman has a gentle expression at odds with her obvious physical and magical strength. She carries a crooked, alabaster staff, and flowers blossom at her feet.

Background

Eonar is the physical representation of life, nature and healing in the universe; she revels in the joy and bliss in all worlds. She is Aman'Thul's consort, and had a long, bitter feud with his brother Sargeras before the latter's fall from grace; her presence and personal strength exacerbated the conflict between Aman'Thul and his dark brother. When the Burning Legion first assaulted Azeroth, Eonar combated the demons by infusing the world's native dragons with the power to battle the Legion. She bequeathed a portion of her spirit to the red dragon Alexstrasza, who remains a potent life-giving force on Azeroth.

Combat

Eonar avoids combat whenever possible, unless faced with undead — which she abhors. Taking a support role in most conflicts, Eonar casts spells such as *mass heal* and *big bad voodoo*†† to support her allies. If fighting alone, she flies to a safe distance to employ her magic. She prefers to confuse, trap and separate her opponents if possible, with spells such as *blade barrier*, *earthquake* and *wall of stone*. If her enemies are persistent or undead, she blasts them with *flame strike*, *lightning monsoon*††, and similar spells. She flees if reduced to 750 hit points or fewer.

Spells: As a 30th-level healer, with access to druid of the wild spells.

Typical Divine Spells Prepared (cast per day: 6/10/10/10/10/9/8/8/8/7/4/4/4/3/3/3/3/2/2; save DC 30 + spell level): 0—*create water*, *detect magic*, *detect poison*, *light*, *purify food and drink*, *read magic*; 1st—*bless*, *bless water*, *calm animals*, *charm animal*, *faerie fire*, *goodberry*, *remove fear*, *roar**, *sanctuary*, *speak with animals*; 2nd—*animal trance*, *calm emotions*, *consecrate*, *hold person*, *remove paralysis*, *shield other*, *spirit link*††, *tree shape*, *warp wood*, *wood shape*; 3rd—*dispel magic*, *dominate animal*, *helping hand*, *lesser counterspell*‡‡, *locate object*, *neutralize poison*, *obscure object*, *remove blindness/deafness*, *remove disease*, *speak with plants*; 4th—*death ward*, *dimensional anchor*, *flame strike*, *freedom of movement*, *greater thorn shield*‡‡, *imbue with spell ability*, *owl scout*††, *sending*, *spell immunity*, *status*; 5th—*animal growth*, *baleful polymorph*, *commune with nature*, *greater command*, *greater hooks of binding*††, *hallow*, *rejuvenation**, *spirit touch*, *wall of thorns*‡‡; 6th—*blade barrier*, quickened *freedom of movement*, *geas/quest*, *greater dispel magic*, maximized *healing rain**, *lightning monsoon*††, *repel wood*, *transport via plants*; 7th—*animate plants*, quickened *baleful polymorph*, *destruction*, *greater scrying*, *regenerate*, *repulsion*, *sunbeam*, *transmute metal to wood*; 8th—*animal shapes*; *antimagic field* (x2); empowered, quickened *flame strike*; *holy aura*; quickened *lightning monsoon*††; *greater spell immunity*; *whirlwind*; 9th—*big bad voodoo*††, quickened *destruction*, *greater counterspell*, *implosion*, *shambler*, *thunder lizard rush*††, *vengeance*††; 10th—quickened *antimagic field*, hastened††, transcendent‡‡ *dispel magic*; quickened *holy aura*; quickened *whirlwind*; 11th—quickened *big bad voodoo*††; transcendent†† *blade barrier*; hastened††, transcendent†† *flame strike*; quickened *vengeance*††; 12th—quickened, transcendent†† *dispel magic* (x3); maximized, transcendent†† *flame strike*; 13th—hastened††, transcendent†† *blade barrier*; hastened††, transcendent†† *harm*; hastened††, transcendent†† *lightning monsoon*††; 14th—maximized, transcendent†† *blade barrier*; empowered, maximized, transcendent†† *flame strike*; maximized, transcendent†† *lightning monsoon*††; 15th—quickened, transcendent†† *blade barrier*; quickened, transcendent†† *harm*; quickened, transcendent†† *heal*;

16th—empowered, maximized, transcendent†† *blade barrier*; hastened††, maximized, transcendent†† *lightning monsoon*††; hastened††, transcendent†† *mass heal*; 17th—empowered, quickened, transcendent†† *blade barrier*; quickened, transcendent†† *mass cure critical wounds*; 18th—empowered, maximized, quickened, transcendent†† *flame strike*; quickened, transcendent†† *mass heal*

Vanir Spell-Like Abilities: Caster level 20th; save DC 26 + spell level.

Eternal Spell-Like Abilities: At will—*animate plants*, maximized *awaken* (DC 41), *control plants* (DC 44), *greater force of nature**, *mass cure critical wounds* (DC 44), hastened†† and widened *plant growth*; 1/day— *mass revival*††, *shapechange*, *wish* (DC 45). Caster level 20th; save DC 36 + spell level.

Skills: Eonar receives a +10 racial bonus on all Heal, Knowledge (nature) and Survival checks.

Portfolio

Eonar's portfolio includes nature, healing, life and, as she is a member of the Pantheon, creation and order. Dwarves and others who respect the titans revere Eonar, if they know of her. Azeroth's red dragons pay her special homage; they honor her memory by constantly battling chaos and destruction.

Golganneth the Thunderer

Male Aesir titan, 17th-level barbarian/16th-level fighter

Gargantuan Outsider (Air, Eternal, Extraplanar, Water)

Hit Dice:	45d8+17d12+16d10+1,872 (2,596 hp)
Initiative:	+11
Speed:	85 ft. (19 squares), fly 100 ft. (perfect), swim 75 ft.
Armor Class:	81 (–4 size, +7 Dex, +45 natural, +16 deflection, +7 divine), touch 36, flat-footed 74
Base Atk/Grapple:	+45/+105
Attack:	Slam +91 melee (4d8+35/19–20 plus 4d10 electricity and 2d10 sonic)
Full Attack:	Slam +89/+84/+79/+74 melee (4d8+35/19–20 plus 4d10 electricity and 2d10 sonic) and slam +89/+84/+79/+74 melee (4d8+19/19–20 plus 4d10 electricity and 2d10 sonic)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Domination (DC 65), epic weapons (chaos), fists of thunder and lightning, spell-like abilities
Special Qualities:	Darkvision 234 mi., low-light vision 390 mi., blindsight 78 mi., *true seeing*, fast movement, greater rage, improved uncanny dodge, indomitable will, rage 5/day, tireless rage, trap sense +5, booming voice, damage reduction 20/adamantine and epic plus 4/—, Eternal immunities, Eternal presence (7,800 ft., DC 65), fast healing 39, favored enemy (aberrations), flight, immortal, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense life, skill master, spell resistance 35, telepathy, uncanny dodge, air subtype, water subtype, titan traits, Eternal traits
Saves:	Fort +87, Ref +70, Will +81
Abilities:	Str 65, Dex 24, Con 58, Int 42, Wis 46, Cha 43
Skills:	Bluff +87, Decipher Script +79, Diplomacy +93, Handle Animal +104, Heal +73, Hide +2, Intimidate +110, Knowledge (arcana) +87, Knowledge (dungeoneering) +87, Knowledge (geography) +87, Knowledge (nature) +97, Knowledge (the planes) +87, Lis-

ten +107, Perform +87, Search +95, Sense Motive +89, Spellcraft +95, Spot +97, Survival +98, Swim +129, Tumble +70, Use Magic Device +87

Feats: Awesome Blow, Cleave, Feedback†, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus (slam), Greater Weapon Specialization (slam), Improved Bull Rush, Improved Critical (slam), Improved Initiative[B], Improved Natural Attack (slam), Improved Two-Weapon Fighting, Improved Unarmed Strike, Power Attack, Spellbreaker†, Two-Weapon Fighting, Weapon Focus (slam), Weapon Specialization (slam)

Epic Feats: Epic Spellbreaker‡‡, Massive Feedback‡‡, Mighty Rage, Terrifying Rage

Environment: Any

Organization: Unique

Challenge Rating: 73

Treasure: Double standard, including *Shargahn* ‡‡

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: +20

The platinum-skinned giant holds a scintillating horn in one hand; the other rests easily on his hip. A hint of a smile plays across his face, while lightning flashes constantly from his eyes.

Background

Creator of the seas and skies, Golganneth is the father of Azeroth's sea giants and loves flying and swimming creatures above all else. He has a massive laugh, which he uses often, and a fine sense of humor. Aman'Thul's mighty son, Golganneth is a diligent, energetic titan who takes great joy in all he does. He revels most of all in storm and the rage of the winds; though he exists to bring order, of all the titans he secretly loves the fury of nature. When angered, he is truly frightening.

Combat

Golganneth begins combat by sounding his horn, using whichever function serves him best. He is loath to use the item's *shatter mountains* property, as the titans' duty is creation, not destruction. If possible, he swoops above and around any conflict, directing *Shargahn's* massive storms and creatures.

If angered, or the above tactics are inappropriate, Golganneth uses *avatar*††, rages, and charges into melee.

Fists of Thunder and Lightning (Ex): Golganneth carries the essence of thunderstorms within his veins. His slam attacks each deal an extra 4d10 points of electricity damage and 2d10 points of sonic damage.

Aesir Spell-Like Abilities: Caster level 20th; save DC 26 + spell level.

Eternal Spell-Like Abilities: At will—*avatar*††, maximized *awaken* (DC 41), quickened *crushing wave*†† (DC 39), *horrid wilting* (DC 44), empowered *lightning monsoon*†† (DC 42), quickened *water breathing*; 1/day—*elemental swarm* (air or water elementals only), *storm of vengeance* (DC 45), *summon nature's ally IX*. Caster level 20th; save DC 36 + spell level.

Skills: Golganneth receives a +10 racial bonus on all Knowledge (nature) and Swim checks. He can always choose to take 10 on his Swim checks, even if distracted or endangered.

Portfolio

Golganneth influences the seas and skies, and their native beings. Azeroth's sea giants venerate Golganneth and hold small ceremonies several times a year in his honor. These ceremonies involve the crafting and sounding of musical horns and the feeding of small fish.

Khaz'goroth the Shaper

Male Vanir titan, 20th-level expert/20th-level fighter
Gargantuan Outsider (Earth, Eternal, Extraplanar, Lawful)

Hit Dice: 40d8+20d6+20d10+2,403 (3,043 hp)
Initiative: +9
Speed: 85 ft. (17 squares), fly 60 ft. (perfect)
Armor Class: 79 (–4 size, +5 Dex, +45 natural, +15 deflection, +8 divine), touch 34, flat-footed 74
Base Atk/Grapple: +40/+99
Attack: *Vulraiis* +93 melee (6d6+65/19–20/x4/+3d6 plus 3d10 fire)
Full Attack: *Vulraiis* +93/+88/+83/+78/+93 melee (6d6+65/19–20/x4/+3d6 plus 3d10 fire), or 2 slams +83 melee (3d8+27)
Space/Reach: 20 ft./15 ft.
Special Attacks: Domination (DC 65), epic weapons (lawful), spell-like abilities
Special Qualities: Darkvision 240 mi., low-light vision 400 mi., blindsight 80 mi., *true seeing*, booming voice, damage reduction 20/adamantine and epic, Eternal immunities, Eternal presence (8,000 ft., DC 65), fast healing 40, favored enemy (elementals), flight, immortal, improved stonecunning, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense life, skill master, spell resistance 35, telepathy, uncanny dodge, earth subtype, lawful subtype, titan traits, Eternal traits
Saves: Fort +95, Ref +70, Will +83
Abilities: Str 65, Dex 21, Con 71, Int 43, Wis 46, Cha 40
Skills: Appraise +87, Bluff +76, Craft (armorsmithing) +137, Craft (blacksmithing) +137, Craft (gemcutting) +117, Craft (sculpture) +117, Craft (weaponsmithing) +137, Diplomacy +79, Hide +1, Intimidate +59, Knowledge (arcana) +87, Knowledge (architecture and engineering) +107, Knowledge (dungeoneering) +107, Knowledge (geography) +36, Knowledge (the planes) +87, Listen +97, Profession (miner) +99, Search +95, Sense Motive +89, Spellcraft +93, Spot +97, Survival +79, Use Magic Device +29
Feats: Awesome Blow, Bash*, Cleave, Combat Reflexes, Devour Magic†, Diehard, Dodge, Endurance, Exotic Weapon Proficiency: Thorium Weapons (warhammer)*, Feedback†, Flyby Attack, Great Cleave, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Bull Rush, Improved Critical (warhammer), Improved Initiative[B], Improved Overrun, Improved Sunder, Mobility, Power Attack, Spellbreaker†, Spring Attack, Sunder Armor*, Swift Craft‡, Toughness, Track, Weapon Focus (warhammer), Weapon Specialization (warhammer)
Epic Feats: Combat Balance‡‡, Dire Bash‡‡, Devastating Critical (warhammer), Epic Spellbreaker‡‡, Improved Awesome Blow‡‡, Improved Devour Magic‡‡, Instant Craft‡‡, Massive Feedback‡‡, Overwhelming Critical (warhammer), Unstoppable‡‡
Environment: Any
Organization: Unique
Challenge Rating: 65
Treasure: Double standard, including *Vulraiis*
Alignment: Lawful neutral
Advancement: By character class
Level Adjustment: +19

Small flames flicker across this stocky, bronze-skinned giant's body. He frowns in obvious disapproval, and clenches a massive smith's hammer.

Background

Shaper of mountains and canyons, Khaz'goroth is the ultimate craftsman. He is a master of many arts and disciplines; with Eonar's help, he created Azeroth's dwarves, troggs and, perhaps, mountain giants. He crafted the mountains in which the Ironforge dwarves dwell — their kingdom's name, Khaz Modan, means "mountains of Khaz." A fiery, brooding entity, Khaz'goroth loves working at his forge and listening to tales of heroism and valor.

Combat

Khaz'goroth begins most conflicts by summoning an *elemental swarm* to aid him and using *greater dispel magic* on an obviously enchanted foe. He then casts *Bigsby's crushing hand*, *imprisonment* and *avatar*†† before entering melee. Against powerful spellcasters he uses *antimagic field* and Epic Spellbreaker‡‡. If reduced to fewer than 700 hit points, he uses *wish* — to flee, finish off his opponents, or return himself to full health, depending on the situation.

Vanir Spell-Like Abilities: Caster level 20th; save DC 25 + spell level.

Eternal Spell-Like Abilities: At will—*acid fog*, *antimagic field*, *avatar*††, quickened *fabricate*, hastened†† *greater dispel magic*, *mass restore critical damage*†† (DC 43), quickened *passwall*, quickened *spike stones* (DC 39); 1/day—*Bigsby's crushing hand*, *elemental swarm* (earth or fire elementals only), *imprisonment* (DC 44), *wish* (DC 44). Caster level 20th; save DC 35 + spell level.

Skills: Khaz'goroth receives a +10 racial bonus on all Craft, Knowledge (architecture and engineering) and Knowledge (dungeoneering) checks.

Portfolio

Khaz'goroth's portfolio encompasses earth, stone, metal, dwarves, troggs, mountains and craftsmanship. Most Ironforge dwarves know that the titans created them, but do not know exactly *which* titan — so Khaz'goroth receives little veneration. As the dwarves uncover more titanic mysteries, they will undoubtedly find ways to revere their creator.

Norgannon the Dreamweaver

Male Aesir Titan, 37th-level Wizard

Gargantuan Outsider (Air, Eternal, Extraplanar, Lawful, Water)

Hit Dice: 45d8+37d4+1,722 (2,230 hp)

Initiative: +11

Speed: 85 ft. (17 squares), fly 100 ft. (perfect)

Armor Class: 82 (–4 size, +7 Dex, +45 natural, +16 deflection, +8 divine), touch 37, flat-footed 75

Base Atk/Grapple: +45/+102

Attack: +6 *quarterstaff* +92 melee (3d6+45)

Full Attack: +6 *quarterstaff* +92/+87/+82/+77 melee (3d6+45), or 2 slams +86 melee (3d8+26)

Space/Reach: 20 ft./15 ft.

Special Attacks: Domination (DC 67), epic weapons (lawful), spell-like abilities, spells

Special Qualities: Darkvision 246 mi., low-light vision 410 mi., blindsight 82 mi., *true seeing*, booming voice, damage reduction 20/adamantine and epic, Eternal immunities, Eternal presence (8,200 ft., DC 67), fast healing 41, favored enemy (chaotic outsiders), flight, immortal, keen senses, metal flesh, resistance to acid, cold, electricity, fire and sonic 10, shining brilliance, sense fire, skill master, spell resistance 35, telepathy, uncanny dodge, air subtype, lawful subtype, water subtype, titan traits, Eternal traits

Saves: Fort +87, Ref +73, Will +86

Abilities: Str 62, Dex 24, Con 53, Int 51, Wis 46, Cha 43

Skills: Bluff +74, Concentration +123, Craft (calligraphy) +112, Craft (painting) +64, Decipher Script +112, Knowledge (arcana) +122, Knowledge (architecture and engineering) +122, Knowledge (dungeoneering) +122, Knowledge (geography) +122, Knowledge (history) +122, Knowledge (local) +122, Knowledge (military tactics)* +122, Knowledge (nature) +122, Knowledge (nobility and royalty) +122, Knowledge (religion) +122, Knowledge (the planes) +122, Listen +92, Search +90, Sense Motive +92, Spellcraft +130, Spot +106, Use Magic Device +100

Feats: Block Spell*, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Hasten Spell††, Heighten Spell, Improved Counterspell, Improved

	Initiative[B], Iron Will, Magic Energy Control*, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Steal Magic†, Still Spell, Transcendent Spell††, Transfer Magic†, Widen Spell
Epic Feats:	Epic Counterspell‡‡, Improved Metamagic (x2), Improved Spell Capacity (x11)
Environment:	Any
Organization:	Unique
Challenge Rating:	74
Treasure:	Double standard, including *+6 quarterstaff*
Alignment:	Lawful neutral
Advancement:	By character class
Level Adjustment:	+20

The blank expression on this platinum-skinned titan's face is unreadable. Arcane power emanates from him like a tangible force, making skin prickle and hair stand on end.

Background

Lord of mysteries and master of arcane magic, Norgannon is the ultimate keeper of secrets. Though titans usually avoid the arcane's corrupting nature, Aman'Thul charged the implacable Norgannon to catalogue all spells and magical currents in the universe — the Dreamweaver's knowledge will, hopefully, enable the titans to better understand and defeat the Burning Legion and their other enemies. Norgannon knows almost everything and is utterly passionless. He is the definitive magical historian.

Combat

Against serious opposition, Norgannon's first act is to *gate* in additional titans, usually Eonar, Aggramar and Aman'Thul, who in turn calls Golganneth. Norgannon avoids melee, flying above a conflict or, even better, standing upon an impressive rocky promontory. From this safe distance he magically destroys and hampers foes, casting up to three spells per round (one normal, one hastened, and one quickened). He protects himself with *mirror image* if fighting creatures that cannot pierce the illusion, and casts his wide-area spells before his fellow titans close to melee. He then employs whichever spells are most appropriate; if pressed, he uses *wish* to transport himself and his comrades to safety.

Aesir Spell-Like Abilities: Caster level 20th; save DC 26 + spell level.

Eternal Spell-Like Abilities: At will—enlarged/extended/silent/still *clairaudience/clairvoyance*, *discern location*, *greater arcane sight*, hastened *greater dispel magic*, *greater prying eyes*, *greater scrying*, *moment of prescience*, *vision*; 1/day—*foresight*, *gate*, *Morden's disjunction* (DC 45), *wish* (DC 45). Caster level 20th; save DC 36 + spell level.

Typical Wizard Spells Prepared (cast per day: 4/9/9/9/9/8/8/8/8/7/4/4/4/3/3/3/ 3/2/2/2/2/2; save DC 30 + spell level): 0— *arcane mark*, *open/close*, *prestidigitation*, *read magic*; 1st—*animate rope*, *erase*, *mage armor*, *magic missile*, *mana shield††*, *moonglaive**, *mysterious purple blast††*, *reduce person*, *shield*; 2nd—*detect thoughts*, *drunken haze††*, *frost armor**, *knock*, *mana burn**, *mind rot††*, *stitch††*, *strike as the wind††*, *tentacle lash††* ; 3rd—*burrow††*, *hold person*, *hooks of binding††*, *magic circle against chaos*, *major image*, *nondetection*, *slow*, *suggestion*, *thorn shield††* ; 4th—*absorb mana††*, *charm monster*, *detect scrying*, *dimensional anchor*, *kaboom††*, *greater thorn shield††*, *immolation**, *Rarey's mnemonic enhancer*, *remove curse* ; 5th—*break enchantment*, *dimension blink††*, *greater hooks of binding††*, *lightning monsoon ††*, *Morden's private sanctum*, *parasite ††*, *pass unknown ††*, *siphon mana††*; 6th—*analyze dweomer*, *contingency*, enlarged *dimension blink††*, *geas/quest*, *mass cripple††*, *mass suggestion*, *spirit touch††*, *symbol of persuasion*; 7th—*avatar††*, *banishment*, *brilliance aura ††*, *greater teleport*, *mass hold person*, hastened†† *mis-*

lead, phase door, project image; 8th—*banish*; dimensional lock; maze;* extended, quickened *pass unknown*††; *polymorph any object; storm, earth, and fire* ††; *vampiric aura* ††; 9th—*greater counterspell*††; quickened *greater teleport; mass hold person;* extended, widened *repulsion; starfall*; time stop; vengeance*††; 10th—enlarged, quickened *banishment; dominate monster* heightened to 10th-level; hastened†† *gate*; quickened *prismatic wall*; 11th—quickened *gate* (x2); quickened *prismatic sphere;* enlarged, quickened *trap the soul;* 12th—quickened, widened *brilliance aura* ††; quickened, transcendent†† *dispel magic* (x2); extended, quickened, transcendent†† *mirror image*; 13th—transcendent†† *horrid wilting;* hastened††, transcendent†† *undeath to death;* quickened, transcendent†† *wall of fire;* 14th—empowered, extended, maximized, widened *blazing column*††; hastened††, transcendent†† *delayed blast fireball; mass charm monster* heightened to 16th-level; 15th—empowered, maximized, quickened, transcendent†† *magic missile* (x2); empowered, maximized, quickened, transcendent†† *mysterious purple blast*††; 16th—empowered, maximized, quickened *energy drain;* empowered, hastened††, maximized, transcendent†† *lightning monsoon* ††; hastened††, transcendent†† *meteor swarm;* 17th—quickened *imprisonment* heightened to 15th-level, quickened *weird* heightened to 15th-level; 18th—hastened††, maximized, transcendent†† *horrid wilting;* enlarged, maximized, transcendent†† *meteor swarm;* 19th—extended, hastened††, silent, still *slow* heightened to 12th-level; hastened†† *wail of the banshee* heightened to 19th-level; 20th—empowered, quickened, transcendent†† *meteor swarm;* enlarged, hastened††, maximized, transcendent†† *shades*.

Skills: Norgannon receives a +10 racial bonus on all Concentration, Knowledge, Spellcraft and Use Magic Device checks.

Portfolio

Norgannon's portfolio includes arcane magic, knowledge, secrets and mysteries. Though his name is generally unknown on Azeroth (so far), spellcasters on many worlds revere this paragon of their craft. Some whisper his name whenever they cast a spell, while others beseech his protection against the corruption of the arcane.

Sargeras the Destroyer

Male Vanir titan, 22nd-level fighter/10th-level warlock/6th-level sorcerer
Gargantuan Outsider (Earth, Eternal, Evil, Extraplanar, Lawful)

Hit Dice:	40d8+22d10+16d4+1,872 (2,476 hp)
Initiative:	+7
Speed:	85 ft. (17 squares)
Armor Class:	93 (–4 size, +3 Dex, +50 natural, +24 armor, +13 deflection, +7 divine), touch 43, flat-footed 90
Base Atk/Grapple:	+40/+99
Attack:	*Gorribal* +91 (4d8+52 plus 3d6 fire)
Full Attack:	*Gorribal* +91/+91/+86/+81/+76 (6d6+52 plus 3d6 fire/17-20), or 2 slams +83 (4d8+28 plus 5d8 fire)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Domination (DC 63), epic weapons (chaotic and evil), spells, spell-like abilities
Special Qualities:	Darkvision 234 mi., low-light vision 390 mi., blindsight 78 mi., *true seeing*, body flames, booming voice, damage reduction 30/adamantine and epic plus 20/—, Eternal immunities, Eternal presence (7,800 ft., DC 63), fast healing 39, favored enemy, immunity to fire, flight, immortal, metal flesh, resistance to acid, cold, electricity and sonic 10, shining brilliance, sense life, spell resistance 40, telepathy, uncanny dodge, demon mastery, extended summoning, improved ally, earth subtype, evil subtype, lawful subtype, titan traits, Eternal traits
Saves:	Fort +93, Ref +73, Will +85
Abilities:	Str 66, Dex 16, Con 58, Int 32, Wis 41, Cha 39
Skills:	Appraise +50, Bluff +102, Climb +84, Concentration +106, Craft (armorsmithing) +103, Craft (blacksmithing) +103, Craft (weaponsmithing) +106, Decipher Script +61, Diplomacy +96, Heal +53, Hide –2, Intimidate +104, Jump +82, Knowledge (military tactics) +82, Knowledge (arcana) +81, Knowledge (outsiders) +74, Listen +75, Profession (military commander) +103, Search +69, Sense Motive +65, Spellcraft +99, Spot +75, Survival +65, Use Magic Device +44.

Feats: Alertness, Augment Summoning, Awesome Blow, Blind-Fight, Block Spell*, Brilliant Leadership*, Cleave, Deflect Spell*, Devoted Leadership*, Dodge, Eschew Materials, Great Cleave, Great Fortitude, Greater Spell Penetration, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Bull Rush, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Magic Energy Control*, Mirror Spell*, Mobility, Power Attack, Quick Draw, Quicken Spell-Like Ability (*telekinesis*), Reflect Spell*, Silent Spell, Skill Focus (Craft [weaponsmithing]), Skill Focus (Knowledge [outsiders]), Spell Focus (conjuration), Spell Penetration, Spring Attack, Still Spell, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Epic Summoning‡‡, Improved Awesome Blow‡‡

Environment: Any
Organization: Unique
Challenge Rating: 73
Treasure: Double standard, including *Gorribal*
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +19

The being is huge almost beyond comprehension, and is fully clad in a burning suit of molten, black armor. Wildly dancing flames surround its head and form a thick mass of hair and a sweeping beard. A pair of horns extends from the being's forehead and a burning tail sweeps behind, leaving a trail of glowing embers in its wake. One of its arms hefts a massive, etched lance that is lined with a series of viciously hooked barbs.

Background

Once the greatest warrior in the entire Pantheon of Titans, Sargeras is now completely insane and devoted to the pursuit of absolute destruction. Initially, the Titans elected him to be their primary defense against the demon races, and he valiantly fought against the dark beings for several millennia. However, after witnessing the boundless depths of the demons' evil and hate, Sargeras began to despair of his task and gradually slipped into a brooding depression. He was unable to comprehend the nature of such pure evil, and came to blame the Titans for what he considered to be their flawed pursuit of a false order. Sargeras concluded that chaos and depravity were the only true forces in the universe and angrily exiled himself from the ranks of the Titans forever.

Sargeras roamed the Twisting Nether for thousands of years, freeing the many demon races that he had previously hunted down and imprisoned. He bound the newly released demons to his will and used them to construct an army of massive proportions — one that eventually became known as the Burning Legion. Sargeras chose two champions from the ranks of his followers — Kil'jaeden the Deceiver and Archimonde the Defiler.

Convinced that the Titans' ordering of the universe was unnatural and ultimately responsible for the corrupted nature of the demons, Sargeras decided to undo the work of the Titans throughout the universe. The only way that he could correct their mistakes was to destroy all of the worlds that the Titans had shaped and brought order to so long ago. His forces swept from world to world, destroying everything in their path. They eventually became aware of the young world of Azeroth due to the night elves' reckless use of arcane magic, and Sargeras began to hunger for the limitless energies of the Well of Eternity.

Sargeras's first invasion of Azeroth failed, and his armies were defeated by the demi-god Cenarius and the dragon Aspects left by the titans. The second time that Sargeras entered Azeroth was in the form of an avatar. Aegwyn, the Guardian of Tirisfal at the time, detected Sargeras's presence, hunted his avatar down and defeated it in combat. However, as it died, Sargeras's spirit reached inside Aegwyn's body and hid, lying dormant for many years. Unaware of the tainted presence inside her body, Aegwyn buried Sargeras's physical body in a tomb and cast it deep into the ocean. Eventually Sargeras's spirit awoke and possessed the mind of Aegwyn's unborn son, Medivh. When Medivh grew old enough to inherit the mantle of Guardian of Tirisfal from Aegwyn, Sargeras's spirit manipulated him to use his powers to contact Gul'dan and open a portal between Draenor and Azeroth. Sargeras desired vengeance against the human kingdoms, and expected the orcs to travel through the portal and destroy the humans. Although the orcs did enter the portal and eventually caused a great amount of damage to the human kingdoms, Sargeras ultimately failed in his plans because a band of Medivh's friends recognized signs of possession in the sorcerer and rushed to kill him. As Medivh died, the portion of Sargeras's spirit that had possessed him was released and swiftly dispersed.

Many believe that Sargeras's spirit yet endures, somewhere — hungering for revenge against the only world ever to withstand the Burning Legion's might….

Combat

Sargeras doesn't fight fair. He fights dirty and goes for the throat as quickly as possible. He also doesn't fight alone. Sargeras has a universe of formerly vanquished demons that he now commands to do his bidding. Most of them even do so gladly.

When he has his normal horde of demons on hand, Sargeras usually begins a fight by casting *enlarge person*, *displacement*, *haste*, *mage armor* and *shield* on himself, plus *slow* on as many enemies as he can. He identifies the most powerful threat in a battle and instructs his own most powerful forces to focus on the single threat until it's dead or at least banished from the fight. He then identifies the next most dangerous foe, and continues in this way working down the ladder until he is victorious.

Sargeras uses his most powerful spells and abilities first, such as *domination* on evil outsiders; *energy drain* on an enemy spellcaster; *blasphemy* on visitors from other planes; or *power word stun*, *disintegrate*, *phantasmal killer* and *flame strike*. He uses quickened *telekinesis* each round to toss enemies around and disrupt his enemies' attempts to coordinate their side of the battle.

Sargeras is deadly in melee. He has no problem forcing his way with his demon bodyguards through enemy lines to strike at the most dangerous foes. If somehow reduced to below 1,000 hit points, Sargeras begins casting *dimension door* to maintain his distance while using *heal* to restore his life.

All other tactics aside, Sargeras's truly favored tactic is to use summoned minions to aid him. If the battle is going to rage for a long time, he uses *planar binding* spells to bring forth powerful evil outsiders and *dominates* them. As the battle draws on, he uses *summon monster* spells instead.

Domination (Su): Sargeras's favored enemy is evil outsiders (DC 53).

Spells: As a 16th-level sorcerer, with access to warlock spells.

Sorcerer Spells Known (cast per day: 6/10/10/9/9/9/9/7/5; save DC 24 + spell level): 0—*arcane mark*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st—*enlarge person*, *mage armor*, *magic missile*, *reduce person*, *shield*; 2nd—*blindness/deafness*, *detect thoughts*, *knock*, *scorching ray*, *summon monster II*; 3rd—*displacement*, *haste*, *protection from energy*, *slow*; 4th—*dimension door*, *dimensional anchor*, *phantasmal killer*, *stoneskin*; 5th—*flame strike*, *lesser planar binding*, *sending*, *telekinesis*; 6th—*disintegrate*, *greater dispel magic*, *legend lore*; 7th—*planar binding*, *summon monster VII*; 8th—*greater planar binding*.

Vanir Spell-Like Abilities: Caster level 20th; save DC 24 + spell level.

Eternal Spell-Like Abilities: At will—*blasphemy* (DC 41), *fire storm* (DC 42), *heal*, *power word stun*, *regenerate*, *resurrection*, *telekinesis* (DC 39, quickened 3/day); 1/day—*energy drain*, *mass heal*, *true resurrection*. Caster level 20th; save DC 34 + spell level.

Body Flames (Ex): Sargeras's flesh burns with demonic energy, scorching everything in his path. Sargeras's body flames slowly increase the ambient temperature by up to 50 degrees in every direction for 1,000 miles. The effect on natural climates can be

devastating *Endure elements* is sufficient to protect PCs from heat exhaustion and other related side effects.

Anyone approaching within 100 feet of Sargeras takes 1d6 points of fire damage per round per 10 feet of distance. For example, someone within 70 feet takes 3d6 points of fire damage each round. Someone within 10 feet takes 10d6 points of fire damage each round.

Sargeras's natural attacks deal an additional 5d8 points of fire damage. Those hit by a slam attack also must succeed on a DC 73 Reflex save or catch on fire. The flame burns for 2d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting Sargeras with natural weapons or unarmed attacks take 5d8 points of fire damage as though hit by Sargeras, and also catch on fire unless they succeed on a Reflex save.

Anyone grappling Sargeras takes 20d6 points of fire damage each round.

Eternal Presence (Ex): Sargeras's divine presence is more powerful than normal. Neutral creatures as well as his enemies within 7,800 feet must succeed on a DC 63 Will saving throw or be frightened for 4d6 rounds. Victims whom he threatens become panicked. His morale bonus to allies is +5.

Portfolio

Sargeras's portfolio has changed over the millennia. While he once served his race as guardian and protector, he is now the titan's worst enemy. Sargeras works to undo what the titans have strived for ages to achieve. He is now the master of all that is evil and demonic. Lesser beings quake and flee in his presence.

As a former champion of the titans, Sargeras is nearly impervious to physical damage. He has an additional +5 bonus to natural armor and damage reduction 20/— that overlaps with but does not stack with his normal damage reduction. He has a +10 improvement to his normal damage reduction. He is highly resistant to magical attacks, gaining +5 bonuses to his spell resistance and saving throws. His natural attacks are more powerful than other titans'.

Demonic influences have given Sargeras body flames and made him totally immune to fire damage and fel damage. Fel spells and attacks are treated as though they were not fel.

Sargeras's portfolio bonuses are already factored into his statistics above.

The cobalt sky was dotted with clouds streaked in orange and yellow from the sun that waited just beyond the horizon to begin its daily climb. Here, in the calm moments before dawn at the end of an uneventful night, it might have been easy for Leyan to forget his duty. Instead, he straightened his back, balanced his pike squarely on his shoulder, blade aligned perfectly, and kept his eyes on the stone archway in a muddy clearing a short distance from the tower. Ready. Vigilant.

Leyan had grown up in a wide green valley two days' ride north of Lordamere Lake. The child of a simple blacksmith, he reached his fifteenth birthday without ever wandering further than the forest to gather wood for the forge. Yet when word came of an invasion, Leyan had asked his father for the best broadsword in the shop and then walked to the capital to join the army of the new Alliance of Lordaeron.

Somewhere in the mountains of Khaz Modan, he learned from his commanding officer that the first invasion made by the orcs of the Horde had come from another world. It took him a full week before he understood. The Horde didn't come from a land across the sea — they came from a strange, impossibly distant place that could only be reached using powerful magic.

Whenever the Alliance constructed a sanctum as they passed through a village, Leyan volunteered for guard duty so he could discuss the strange idea of multiple worlds with those who studied inside. In time he came to know not only Draenor, but also the Twisting Nether — and the mages of the Kirin Tor. As the year ended and the Kirin Tor asked for volunteers to stand watch at a special post, Leyan was among the first to answer the call.

That's how he ended up here, atop the tower of Nethergarde, standing watch over a portal between the worlds as it was studied by—

"Good morning, young Steelson." Somehow Khadgar had once again come within arm's reach without being seen or heard. Leyan might have suspected that he used spells if it weren't for the amulet issued to all guards that would flash when teleportation magic was used in the vicinity.

"Good morning, Archmage," replied Leyan. "All is clear, and the Portal remains closed." The wizard said nothing in return, only nodding and squinting into the morning

sun as he peered toward the clearing below. He looked incredibly old, though Leyan knew Khadgar was only slightly older than his father.

As another guard walked out onto the parapet, Leyan finally relaxed, his shift over. "Sage, might I ask a question?"

"Another?" said Khadgar, a hint of a smile playing across his face before he continued. "Please do."

"You've told me that the creatures of fire and air summoned by wizards come from another world, just like the Horde. Are there others?"

"It is difficult to say," said the wizard. "The other worlds we know of are close, closer even than that portal. And yet—" Khadgar scratched his chin idly, then turned to Leyan. "We are separated from them by a gaping void of awesome power, a place that could hide a world lying closer than the stones under our feet."

Khadgar closed his eyes and began chanting. As his fingers drew a circle in the air, they left a glowing trail. When his fingers met, the circle flashed and there was a sudden gust of wind as the cool morning air was drawn toward it. It was as if the Archmage had carved a window in the air, and Leyan gaped as he stared through it into a place unlike any he had ever seen. A night sky streaked with purple and blue was suddenly veiled by slate-colored clouds lit from within by an emerald light, and hard-edged cliffs dissolved like heated ice as crystal spires erupted from the earth around them. A strange, shadowy creature slithered across the landscape, then suddenly spread wings and took to the air. After only a moment, Leyan clapped his hand over his eyes for fear he would go mad.

"The Twisting Nether," said Khadgar, as he dismissed the portal's magic and walked toward the tower door. "Unless there is a standing portal like the one below this tower, the Nether must be crossed to reach another world." He stopped suddenly"Someday I will cross it. But I fear that I will ask others to cross with me."

Leyan shivered as he took one last glance down at the Dark Portal, then followed the wizard into the tower.

CHAPTER FOUR: COSMOLOGY

Early in their lives, there are those on Azeroth who sense they are part of a larger world. Not merely one that stretches beyond the horizon, but one beyond the physical world. The stories they tell say that the wind comes from this world, and that it is the next destination of wood consumed by a fire. The stories say that creatures live in that world who step from shadow to shadow as simply as a peasant goes from room to room. They say that it is a world that can only be truly understood by the wise and the insane.

Like all stories, these contain both truths and lies. There is something greater than the physical world of Azeroth. It lies infinitely far away, yet also infinitesimally close. It has places of brilliant purity and the darkest chaos. Creatures of air, fire and shadow call these places their homes; and those from Azeroth who dare to travel into these realms will find them unlike anything they have ever seen before.

They are the planes, and the physical world of Azeroth is but one of them.

Though the titans and Eternals have known about the planes for longer than the recorded history of the world, the first time mortal creatures on Azeroth suspected there was something other than the world around them was when the Kaldorei made their way out of the jungles to the shores of the Well of Eternity and stared deep into its waters. There they sensed a great power, and in a course of events that would change the world forever, dedicated themselves to its study. They hoped that they would discover the moon goddess Elune within its waters, but instead they plumbed the darkness and felt the cold touch of the Burning Legion waiting on another plane, the Twisting Nether.

Later, after the queen of the Kaldorei and her followers were corrupted by the Burning Legion and destroyed alongside them in the War of the Ancients, the ancient dragons of the world led the surviving elves to a safe haven where they planted the first of the titanic World Trees. The green dragon Ysera linked the tree to her home realm on another plane, the Emerald Dream; and in return for the eternal life granted to the elves and the magical healing of the world, the druids of the Kaldorei spent centuries asleep in the physical world while sending their spirits to wander the Dream.

By the time the elves returned from the Dream, sorcerers had discovered the means to command beings who had come to Azeroth from another world known as the Elemental Plane, and an invasion had begun from yet another world known as Draenor, which would eventually become Outland.

Today, though the peasants and commonfolk still tell their stories, the scholars and adventurers of many races know a great deal about the different planes and travel between them. The human magocracy made great advances in their studies of planar travel after the orc invasion, and copies of the archmage Khadgar's *Contemplations on Many Worlds* are found in several libraries in the eastern lands. The complex oral histories of the night elves have helped to preserve their hard-won knowledge of the Twisting Nether, and many can relate personal experiences in the Emerald Dream. As the dwarves have searched for clues to their titan heritage, there are some who suspect that the titans played a role not only in the creation of Azeroth but also in opening the pathways between worlds. Orcs, following their own history and its relationship with the Burning Legion, believe it is the cross-world conquests of the Legion that first connected the planes. Among the elves, it is commonly believed that mortal planes such as Azeroth and Outland are the crudest reflections of planes of greater power such as the Twisting Nether and the Emerald Dream. Only the goblins with their short memory and focus on the present openly disbelieve the existence of other planes — though adventurers often joke that the trade princes will order their underlings to believe in the planes as soon as they can open a trading post in Outland and rent the people of Azeroth a means to get there.

Those of various professions and pursuits have their own way of considering and understanding the planes. Divine and arcane spellcasters interact with other planes on a regular basis as they cast their spells, and while most pragmatically accept what their magic allows them to perceive as the truth, there are some of a more philosophical bent who believe that the planes are a single holistic universe of magical forces and the divisions are merely the attempts of the mortal mind to understand the unknowable. Tinkers confronted with the reality of the Burning Legion and summoned elementals are forced to admit to the existence of other planes, but as the foreign worlds possess fundamental physical differences that interfere with the working of their devices and inventions, many tinkers typically try to avoid extraplanar adventures as much as possible.

A few scholars on Azeroth have, like Khadgar, dedicated their lives to considering the riddle of many planes of existence and the possibility of travel between them. Just months before Dalaran fell to the Scourge, an elven wizard named Valenia Silvermoon traveled there to put forth the theory that just as Outland was once a place unknown to the people of Azeroth, so are there other worlds waiting to be discovered. She even claimed to have theories about how these places might be reached based on her studies of the Second War. Unfortunately, though stories of her presentation to the mage's council survived with those who escaped the capture of Dalaran by the undead, Silvermoon's notes and journals, if they still exist, are somewhere in the charred rubble of the Violet Citadel.

A World of Worlds

Though it sparks a great many debates, the common starting point for many discussions of the interrelationships between the planes is the cosmology laid out by Khadgar in *Contemplations on Many Worlds* as he studied the planes at Nethergarde. After he identified the Known Planes — physical worlds such as Azeroth and Draenor, the untamed realm of the Elemental Plane, the madness of the Twisting Nether, and the nothingness of the Great Dark Beyond — Khadgar spent two chapters speculating about their possible arrangement in "a larger world of worlds, a great cosmos."

At the base of Khadgar's cosmology lay the Elemental Plane, the "raw stuff of creation." Khadgar explained how he arranged the elements within the plane:

Let us consider the elements of Fire and Water. A bucket of water will douse a spark, and a raging fire will boil away the water that will fit into a nutshell. On the Elemental Plane, these elements are at their purest and most potent, and in equal, enormous quantity. We must, therefore, assume that the two are separated by the only element with which both will intermingle, Earth. Earth and Air might coexist, but they may never commingle — even when a handful of dust is scattered to the winds, dust and wind never become one. Further considering that Air lies above even the highest mountains, we place it in the highest layer of the Elemental Plane. Fire, Earth, Water and Air in their most primal forms, with only a gossamer veil keeping them from entering the crude mix of our world.

Atop the Elemental Plane sat the mortal, material worlds. Khadgar described them as "matter-mounded plates resting on the foundational table of the Elemental Plane." Azeroth lay on one part of the "table," Draenor a distance away. When the Emerald Dream was later revealed, followers of Khadgar's work added it to the metaphor as "a silken napkin placed over the plate of Azeroth, a perfect representation of the world's form with none of its messy imperfections." A few arcane scholars who also know Kaldorei history have theorized that Elune and the ancient dragons may have created the Emerald Dream as a protective barrier against the return of the Burning Legion, as there has yet been no evidence that other material worlds such as Draenor possess their own equivalent (though they also say that Draenor's own spiritual plane may have been destroyed in the magical explosion that shattered the world and transformed it into Outland). As the existence of the Emerald Dream failed to prevent the return of the Legion to Azeroth, many other scholars argue that these theories have no merit.

With his extensive studies of the planes and planar travel, Khadgar well understood that the various planes were surrounded by another interstitial plane, the Twisting Nether. "The material worlds are the seat of rational thought, with the tides of madness ceaselessly crashing against them, threatening to tear them apart as the sea shatters the rocks on the shore," wrote Khadgar, who as the guardian of Nethergarde was particularly attuned to the idea of invasions from the other planes.

Only in recent years, with the cataclysmic destruction of Draenor, has it been realized how fragile the planes may truly be. Arcane scholars now fear that excessively powerful planar magic might not merely pierce the planar barrier but destroy it altogether — which Draenor, whose remains now float in the Twisting Nether, demonstrated was of particular danger for material worlds.

The Greatest Journey

While there are many ways to travel between the planes, few are easy. The simplest is the transition between Azeroth and the Emerald Dream; the barrier between the two is often crossed by dreamers drawn to the spirit world. Even in the case of the two closely related worlds, making the transition in the flesh is much more difficult.

The study of magic first granted spellcasters the ability to communicate with beings from and on other planes using spells such as *contact other plane*. The first gateways allowing travel between the planes were opened by Kaldorei sorcerers guided by the Burning Legion. Knowledge of planar travel was lost for millennia following the War of the Ancients, though the summoners of Quel'Thalas and the human magocracy inadvertently opened momentary pinholes between Azeroth and the Elemental Plane as they called upon the power of the elementals. Finally, with the invasion of the Horde, the mages of Azeroth once again took up the study of planar magic and began to make journeys of their own.

Today, *plane shift* and other spells that allow planar travel are widely known, though spellcasters must study for years before they are skilled and powerful enough to employ them. Even those who are able to make such journeys rarely do so due to the danger involved — perhaps because of the influence of the chaotic Twisting Nether, selecting the place of arrival on another plane is difficult, with a large chance for error (as described in the spell description). The spell *gate* was created to allow greater precision, but it requires magical ability limited to only the highest-ranked spellcasters. Powerful spellcasters who will hire their services to take adventurers on planar journeys can be found across Azeroth. However, the charge for their services is commensurate with the danger involved to the caster, and few will remain on a dangerous foreign plane waiting for adventurers to request a return trip to their home.

The invasion of the Horde came through a stable portal — the legendary Dark Portal — opened between the planes by Medivh, one of the most powerful wizards in the history of Azeroth. This portal was a *gate* spell made permanent by affixing it to a carved framework of enchanted stone, and it allowed thousands of orcs to simply walk from Draenor to Azeroth. Even once the stonework of the portal was destroyed during the Second War, the planes had become so intertwined that months later the magics of the Dark Portal coalesced once again to create a stable gateway used by the Alliance to mount a counterattack into Draenor. It is unknown if Medivh, the Horde or the Burning Legion created more permanent gateways hidden somewhere on Azeroth, but it remains a possibility.

Well-known across Azeroth, however, are the many permanent gateways that allow travelers to

jump to distant parts of the world instantly. However, the spells used to create these gateways are of the same flavor of teleportation magic as *contact other plane*; and whenever an ancient portal is unearthed, unused since the time of Queen Azshara, there remains the possibility that what lies beyond its shimmering surface isn't Kalimdor or Booty Bay but instead another plane. Though the discovery of a new portal can mean increased prosperity for nearby settlements, the local inhabitants must often first pay adventurers to venture into the portal and find what lies on the far side.

Spellcasting and the Planes

For basic information on how specific spells from the core rulebooks interact with the planes of the **Warcraft** universe, see the **Warcraft RPG**, Chapter Four: Magic, "Spells." In general, the planes described in Chapter 5: Campaigns of the *DMG* and elsewhere in the core rulebooks map over to the **Warcraft** universe as follows:

The Material Plane: Spells and effects related to the Material Plane refer in the **Warcraft** universe to mortal, material worlds such as Azeroth and, in the past, Draenor. Each of these worlds, though they share most of the same planar traits, is treated as its own separate plane — spells such as *teleport* that allow for transport within the Material Plane do not allow for transport between isolated material pockets, as another plane, the Twisting Nether, must be traversed to journey from one to another.

While the existence of other material worlds remains a possibility within the **Warcraft** cosmology, none other than Azeroth and Draenor (whose remains now float in the Twisting Nether as Outland) have yet been reported — though the orc shaman Ner'zhul attempted to open portals to other material worlds from a dying Draenor in the aftermath of the Second War. If they do exist, all material worlds would be made from the same planar material as the known material worlds, though they might possess different basic planar traits (from basic physical traits to magic traits; see the *DMG*, Chapter 5, "Adventuring on Other Planes," *Planar Traits*).

The Ethereal Plane: No equivalent of the Ethereal Plane exists in the **Warcraft** universe. Only the Emerald Dream can be clearly mapped to another plane, that of the physical world of Azeroth, yet they remain distinct places in the cosmos and grow more disparate with each change made in the mortal realm. Spells from the core rulebooks that would normally employ the Ethereal Plane, such as *secret chest* and *etherealness*, instead result in the target becoming invisible and intangible to all creatures and effects on the Material Plane. Crea-

Astral Projection

Given the unique cosmology of the **Warcraft** universe, the *astral projection* spell described in the revised *Player's Handbook* is instead more commonly known as *spiritual projection*. The effects of *spiritual projection* are the same as *astral projection* but with the following differences:

- When traveling using the spell, spellcasters and those they bring with them travel to the Twisting Nether.
- While in the Nether, creatures under the effects of the spell are incorporeal and may not interact with material creatures or objects.
- From the Twisting Nether, the caster may travel to any other plane. However, due to the shifting nature of the Nether, doing so may require covering distance in the Nether before reaching a place where he can enter another plane.
- The "silvery cord" of *astral projection* does not exist with *spiritual projection*. Those under the effects of the spell can instinctively will themselves back to their point of srcin at any time. However, passing through the chaos of the Nether is not without its cost; creatures must succeed on a Will save with a DC equal to the number of days they have been under the spell's effects or be automatically pulled back to their physical forms, which wait in suspended animation for their return.
- If a spiritual projection is slain, the creature will immediately return to its physical body. However, it must succeed on a Fortitude save with a DC equal to 10 plus the number of days it spent under the spell's effects or its physical body suffers half its maximum hit points in damage. Destroying a creature's physical body while it travels spiritually will slay both the creature's physical and spiritual forms.

tures and objects in this state, still known as *ethereal*, are visible and tangible only to creatures and objects in a similar state.

Elemental Planes: The **Warcraft** universe possesses only a single elemental plane, and thus spells such as *elemental swarm* that refer to "an elemental plane" are drawing on the realm of the Elemental Plane specific to the spell, whether it be Air, Earth, Fire or Water.

The Astral Plane: The Astral Plane, called upon in many core rulebook spells as a transitive plane, is replaced in the **Warcraft** universe by the Twisting Nether. Spells that project characters' spirits into the Astral Plane instead send their spirit forms into the Nether.

Positive Energy Plane, Negative Energy Plane and Shadow Plane: These forces are not limited to any single plane; they are instead an integral part of every aspect of the **Warcraft** universe, woven into every plane. Thus, spells that call upon these energies such as *harm*, *heal* and *shadow conjuration* instead draw upon local sources rather than reaching to another plane.

As in the core rulebooks, positive energy remains associated with the energies possessed by living beings, and negative energy with the motive forces of death and the undead. Thus, spells that aid the living with positive energy will harm the undead, and spells that would injure the living using negative energy will heal the undead.

Magical weapons that have effects wielding these energies draw upon that positive or negative energy bound into their own material, freely enchantment.

Inner and Outer Planes: The demons of the **Warcraft** universe belong to the Burning Legion and srcinate in the chaotic depths of the Twisting Nether. The Eternals and even the goddess Elune share residence on the Material Plane of Azeroth with mortal beings. Only the titans remain as creatures who may srcinate from a place beyond the known planes, and the dwarves have yet to discover the answer to their mystery.

The final destination of the spirits of the deceased remains a mystery to the priests and philosophers of Azeroth. However, as spells such as *resurrection* can reunite a dead body with its spirit, and a majority of living creatures from the tauren to the troll shadow hunters claim they can communicate with and call upon the power of the spirits, a widely held belief is that the spirits of the dead remain on the Material Plane — in an immaterial state that can only be altered or contacted through the use of magic.

Other Planes: Other planes and locations described in the core rulebooks do not exist in the **Warcraft** universe unless specifically described.

The Great Dark Beyond

When debates on cosmology began on Azeroth, scholars quickly tumbled to an obvious question: *where does it end?* If Azeroth is surrounded by the Emerald Dream, and separated from other material worlds by the Twisting Nether, what lies beyond the boundaries of the Nether? The result eventually agreed upon, as much a philosophical placeholder as an answer, is the Great Dark Beyond. Neither black nor white, hot nor cold, living nor dead, with a beginning hard to define on the chaotic fringe of the Nether and an end impossible to define: the Beyond is all that is unknowable about the cosmos. Were part of it to be journeyed to or defined, it would become its own plane — leaving the Beyond on its horizon, eternal and all encompassing.

Drann dove to one side to avoid the centaur's charge, rolling his bulky frame across the cracked mud yet still smoothly drawing his boot daggers. Behind him, he heard Stonehoof's triumphant yell as he brought his halberd down on the horse-man and severed him cleanly in two. Scrambling to his feet, Drann raised his daggers and leapt onto the mass of snarling quilboar hunters in the creek bed below. He ignored their spines as they pierced his armor and flesh, the freshly drawn blood fueling his rage. Again and again he stabbed until one of his daggers caught on bone and snapped. Then he slashed at the enemies around him with the remaining blade, ready to fight with his bare hands—

Then it was over and silence fell across the bloody flats, broken only by the death gurgles of the creatures fallen around him. Drann looked for his companions and found Stonehoof panting as he leaned against his ancestral weapon; Makil, the goblin tinker, rising up from beneath his tortoiseshell armor and grinning as he began to loot the bodies; Feulia, the half-Kaldorei archer, pulling one of her enchanted arrows from the eye socket of a fallen wildkin; and finally Renmar and Talario, brother helping sister to her feet and both humans gathering their scattered spellbags. Only Captain Dumont had fallen in the battle, run through in the quilboars' opening attack.

"Look at all this stuff!" cried Makil, tugging at the leather thongs of a centaur's jeweled breastplate. "All this could fund my next two projects. First, I'll make a mine thrower, then one of those flying machines with the spinning blades, and then maybe one of those little tiny clockworks that can sneak around at night and— "

"Is the jar intact?" Drann interrupted, his father's impatient orc blood getting the better of his mother's calming human influence.

Talario reached into her spellbag and pulled out the earthenware pot, cradling it carefully in her arms. "It's fine," she said. "Is this the place?"

Feulia had already climbed a nearby ridge for a better view, watchful for another attack. "Those rocks over there were pulled from a quarry somewhere and brought here. If there were any rain in this blasted place and it washed away this mud, I bet we'd see a marble floor."

"This has to be the place," said Stonehoof. "I thought the centaur were angry when we stole the jar from their village, but the way every creature in the region came down on us when we got here has to mean something." The tauren reached down with a massive hand to push aside dirt piled against a nearby rock. "Look — there's some of the same script here found on the jar."

Renmar hurried over and brushed at the rock with the sleeve of his robes, his lips moving as he traced the words inscribed into its surface. "… sealing them away so that our world might know new life," he read. "It's the capstone! This is it!"

Working together, they cleared away the corpses, dirt and rubble, revealing a carved but weathered altar. Setting the jar upon the altar, Talario read the outer line of script curving around its sealed edge, in a strange dialect of Darnassian. Then her brother read the next line, growling out the husky syllables of the draconic language. Finally, they read the last line together, turning the jar and shouting out the ancient language over the rising wind. As they reached the last word, both stepped back and Drann brought down his fist upon the brittle clay, shattering it to dust.

A blast of heat sent all of them tumbling backward. Stonehoof caught Drann and helped him to his feet without turning his eyes from the sight before him: a fire elemental, bigger than any Drann had ever seen, towering into the sky. "Free!" it roared. "Free, and brought to the percing!" It gazed down at them with blazing eyes. "I will take you to my home, and you will be rewarded!"

The air around them rippled as the fire elemental reached out and tore it apart. The landscape of the Barrens was pulled away to reveal a sea of glowing magma surrounded by broken mountains erupting fire and ash. "Go!" said the elemental to a nearby phoenix. "Go to the castle and tell my father that the prince has returned!"

"Uh, Drann," said Makil, tugging at the half-orc's belt. "I'm not sure there's any reward here we want. Can we go home now?"

CHAPTER FIVE: THE PLANES

At high levels of play, especially epic levels, characters will likely pursue adventures beyond Azeroth to other planes of existence. There, they will encounter Eternals and demons, other epic-level heroes and villains, strange and vastly powerful creatures, and conflicts that span worlds — if not the universe itself. The **Warcraft RPG** core book (see Chapter Five) provides an introductory look at the three planes that comprise the setting's cosmology — the Elemental Plane, the Emerald Dream and the Twisting Nether. In this chapter, each plane receives a more detailed look: specific locations and their denizens are discussed; new creatures and templates are presented; and, to inspire the GM, adventure hooks are suggested. As well, Outland is described fully for the first time.

The Elemental Plane

The Elemental Plane is a three-tiered realm. From the point of view of an outsider, it often looks very much like any other world — at least, when looked upon from above or on the ground. The domain of Air sits atop the middle layer, which supports both the Water and Earth domains. Beneath these lies a third layer of Fire and molten rock that constantly struggles to break free of its bonds. A casual visitor, arriving on the surface, might even believe he is on an ordinary — if somewhat violent — planet. At least, for a while.

Description

When the titans defeated the Old Gods and brought order to the world, one of their first acts was to banish the Elemental Lords and their servants to a prison within the Twisting Nether. These agents of chaos could not be allowed to roam freely, or they would disrupt the new order the titans sought to create. Thus, the titans fashioned a separate plane to hold their old foes. Over the course of a short period, they cast all the elementals they could find into this hastily crafted "jail."

The plane the titans created is spherical and comparatively small — about the size of a single world. A glowing yellow orb, casting forth light and heat, hovers near the top point of the globe, acting as the "sun" for the entire plane. Normal levels of gravity pull physical objects toward the bottom of the sphere, where the realm of fire lies. A thick layer of permanent, tunnel-ridden stone supports the earth and water on the surface. Above, a layer of air hangs over the ground, never reaching the fiery turbulence beneath.

The sphere itself is curved in a curious way that tends to baffle creatures of Azeroth's reality. As befits the plane's prison function, escaping through ordinary movement is impossible. A creature attempting to move out of the sphere simply curves inexorably around, moving toward the other side. Thus, if one were to sail across the ocean in a boat, he would eventually arrive on the exact opposite side of the plane's sole continent. The land itself is slightly larger than Kalimdor, while the seas are about the same width in all directions.

The four elements that make up the plane are constantly in opposition and tend to shift and tear at each other, sometimes violently. Volcanoes rip through the solid mantle, assaulting both the land and sea realms wherever they can. The air swirls in unpredictable storms, producing whirlwinds and hurricanes that rake the surface. Yet through all this, life exists, filling the skies and lands with creatures similar to those on Azeroth, as well as those as yet unknown to sages.

Access

Reaching the Elemental Plane can be accomplished through any standard method (i.e., those spells that allow planar travel, such as *plane shift* or *gate*). Elementals can also be summoned using the appropriate spells, but these spells do not permit travel in the opposite direction.

Some areas on Azeroth provide direct access to specific locations upon the Elemental Plane. Scholars refer to these areas as "transit nodes." Although no permanent gate exists, opening the transit node can be accomplished through a simple *dimension door* spell cast within 30 feet of the node. The *dimension door* allows the traveler to step through directly into the Elemental Plane at a specific spot corresponding to that transit node. In other words, a traveler can later use the same node again to reach the identical location — a far more reliable method of travel than *plane shift*, for example.

Transit nodes exist only in specific elemental-based locations on Azeroth, such as within volcanoes, underneath deep oceans or lakes, and the like. Identifying one while traveling in the appropriate terrain requires a DC 35 Knowledge (the planes) or Spellcraft check.

Features and Locations

The Elemental Plane is made up of four domains: Air, Earth, Fire and Water. Each domain is ruled by an Elemental Lord (see Chapter Three: Eternals), who resides in a fortress or specific region, described below

Air: The Skywall

The air above the middle tier of the Elemental Plane looks much like Azeroth's sky at first glance. A yellow sun, immobile and persistent, hovers in the air, surrounded by drifting clouds and other, more violent storms. Birds and much stranger creatures flit about.

Above the sun, invisible from the ground, lies the fortress of the air elementals. Thick stone walls, fashioned of rock stolen from the earth below, hang suspended by permanent cyclones in the shape of pillars. Lightning and strong winds constantly swirl about the Skywall, making natural flight in the vicinity all but impossible.

Inside the fortress, Al'Akir the Windlord holds court, ruling over his elemental kin. He enjoys watching over the rest of the plane, traveling in the guise of a thundercloud. Sometimes he attacks the seas or land below for no apparent reason, while other times he avoids combat with other elementals. What his true motives are remain unknown.

Traveling through the realm of air requires the ability to fly, but even this can be dangerous. There is little cover from the air elementals roaming the skies, except within the towering clouds. The Skywall is a place of swirling storms and arcing lightning, of wild updrafts and columns of roiling, angry clouds.

Travelers through the Windlord's domain are subject to two serious hazards: wind buffeting and lightning storms. During each hour of travel through the Skywall, roll 1d6. On a 1, the visitors encounter strong winds, while on a 6, they are assaulted by lightning storms.

Wind buffeting covers a 50-foot diameter area and causes effects similar to that of a greater air elemental's whirlwind, dealing 2d8 points of damage with a save DC of 25 (no damage on a successful save). The windstorm ends after 2d6 rounds and moves capriciously during that period, changing position in a random direction and by 1d6 x 10 feet each round.

Lightning storms last for 2d6 rounds. Each round, 1d4 individuals in the affected area (as determined by the DM) are blasted by a natural lightning bolt that deals 16d6 points of electricity damage (Reflex DC 25 for half). At the storm's conclusion, the raw energy in the air burns itself out in a final volley that hits up to 4d6 targets in the affected area, similar to a *chain lightning* spell. Obviously, some form of electricity resistance is highly recommended when traveling within the Skywall.

Earth: Deephome

Far below the Skywall lies the continent known as Deephome. The surface is rough, covered with fissures and craters, and it regularly quivers with earthquakes. When the realm of fire beneath breaks through, massive volcanoes form, until Therazane's earth elementals can put a halt to the incursion.

Deephome is lined with caves, tunnels and endless passageways. Worms, burrowing animals and other subterranean creatures abound. Gems and jewels of all kinds, including those not known to Azeroth, can be found within, though they are considered the property of Therazane herself. No mining efforts are permitted in her realm. Some sages believe that a few of the precious stones possess strong innate magical powers, but the truth of this speculation may never be verified.

The surface of this land is not pleasant to live on, but hardy plants and animals do eke out an existence here. Life for them is short and vicious, but Therazane the Stonemother nurtures them when she can. Striking at those she considers her "children" is the quickest way to earn her enmity.

In a few rare places, the surface of Deephome resembles a rocky, deserted section of Azeroth. Visitors to the Elemental Plane can find some measure of rest here, although the ground does shake and tremble with frightening regularity. Underground, travelers face not only quakes, but also cave-ins, rockslides and other dangers.

For each hour of travel on or within Deephome, roll 1d6. On a roll of 1, an earthquake occurs, while on a roll of 2, there is a cave-in or rockslide. The latter happens only underground, while rockslides occur in mountainous regions.

An earthquake lasts 1d6+4 rounds. During each round, anyone standing on solid ground, or beneath it, must make a DC 25 Reflex save or suffer 10d6 points of bludgeoning damage and fall prone.

A successful save halves this damage, and the character stays upright. A character who falls prone must succeed at a DC 30 Balance check to regain her feet during the course of the earthquake. Flying or levitating creatures can't fall down, but they still suffer damage if within 10 feet of the ground thanks to constantly falling or flying debris.

If a cave-in or rockslide occurs, each victim suffers 16d8 points of bludgeoning damage (DC 23 Reflex save for half). Those who fail their saves are buried and are subject to suffocation unless they can dig themselves out or are rescued by allies. Attempting to extract oneself from this sort of entombment requires a DC 24 Strength check.

Furthermore, one cave-in in six releases a pocket of poisonous gas into the air. Anyone breathing the noxious fumes must make a DC 27 Fortitude save or suffer 1d6 points of damage to both Dexterity and Constitution. A *gust of wind* spell or similar magic disperses the vapors, but only if there is another source of air available. Thus, a rockslide that traps its victims in a cave with no other exits could be a significant problem. Travelers within Deephome are advised to bring tunneling equipment or prepare spells such as *passwall* or *stone shape*.

Fire: The Firelands

Deep beneath the earth and seas lurks the Firelands, a place of heat and ash. Although it is a harsh land, visitors can survive, for in one of those cruel paradoxes that define the universe, fire needs air to live and fuel to feed upon. Within the Firelands, these things exist in a constant cyclical state, with the very ash itself gradually transforming into fuel for future burnings.

In the center of a vast lake of fire stands Sulfuron Keep, the home of Ragnaros the Firelord. Until comparatively recently, he ruled his underground land with an iron fist. Three hundred years ago, he was summoned to fight in the dwarven civil war known as the War of the Three Hammers. This reckless act sundered the Redridge Mountains and created Blackrock Spire. Now, in a greatly weakened state, he lies at the bottom of that volcano on Azeroth, striving to find a way home. Meanwhile, in Sulfuron Keep and elsewhere across the Firelands, his elemental princes battle constantly for dominance.

The Firelands occupy the theoretical bottom of the "sphere" of the Elemental Plane. Just as the Skywall sits atop the plane, in a sort of bowl shape, the Firelands sit in the bottom of a similar curve. The "ground" underneath the surface is a sticky, bubbling mess of tar, ooze and rock fallen from Deephome, which of course serves as the "sky." In some places, lakes of flammable oil and combustibles form, burning constantly and filling the air with superheated smoke. Organic and semi-organic material from Deephome, and even the waters of the Abyssal Maw higher above, constantly filters down to provide new fuel for the endless flames. In places where the Fire Princes do battle with Therazane, huge volcanoes rise, spewing lava into the Firelands and upwards as well, sometimes reaching the floor of the Abyssal Maw or even the upper surface of Deephome, where they blow noxious fumes into Al'Akir's realm.

Needless to say, traveling in the Firelands is exceptionally dangerous. For each hour of the journey, roll 1d6. On a roll of 1, a sudden conflagration is encountered. On a roll of 2, an eruption of lava strikes the area. Finally, on a roll of 3, a firestorm sweeps in, immolating everything in its path.

A conflagration occurs when combustible material leached out of the ground bursts into flame, causing a sudden explosion. The blast is the equivalent of a 60-foot radius *fireball*, dealing 15d6 points of fire damage (Reflex DC 25 for half).

Ragnaros's underlings constantly seek to tear apart the "ceiling" of Deephome above, blasting their fiery power into the very rock itself. This activity can cause sudden, unexpected volcanic eruptions, but not in the ground below a traveler's feet. Instead, the lava bursts from *above*, shooting down upon the Firelands in a glowing, reddish-orange shower. Volcanic eruptions of this sort cover a 3d4 x 10-foot radius, dealing 10d8 points of fire damage every round for 2d6 rounds. A DC 25 Reflex save reduces damage by half, but victims must save every round they remain in the affected area.

A firestorm is a natural wave of flame that consumes the very air itself, leaving behind a choking sulfurous gas in its wake. There is no way to avoid the firestorm, which sweeps from horizon to horizon in a wave. Anyone caught out in the open suffers 16d6 points of fire damage (Fortitude DC 28 for half). Furthermore, for 3d6 minutes after the firestorm passes, the air is filled with choking fumes that burn the lungs. Anyone breathing the sulfurous air must make a DC 25 Fortitude save each round or suffer 1 point of Constitution damage.

Water: The Abyssal Maw

Surrounding the land and constantly assaulting it with waves and storms sprawls the great ocean of the Elemental Plane. The water is vast and in many places very deep, sometimes nearly reaching the realm of fire far below. The liquid itself is constantly changing — sometimes salty or murky, other times fresh and clear. Creatures of the element abound, along with some large beasts such as the kraken, but the seas are otherwise curiously devoid of life.

Neptulon the Tidehunter lives within the depths of the seas, jealously protecting his realm from any threat. His kingdom is called the Abyssal Maw. He constantly battles with Ragnaros the Firelord, who is always trying to break through to smite the ocean with his heat. The Tidehunter keeps the seas surging and in constant motion, battering at the earthly realm with waves and storms. A wise and powerful being, Neptulon keeps many secrets, for reasons only a creature of water can truly understand.

The surface of the Elemental Plane's ocean is dotted with a few small islands of rock that yet resist Neptulon's endless assault on the land. At the point farthest from Therazane's domain there floats a mile-wide shelf of solid ice known as the Frostland. Like an immense iceberg, the Frostland extends far underneath the surface, almost to the ocean floor. Smaller chunks of ice break free occasionally and drift across the seas, slowly melting as they come nearer to Deephome. Some of these bergs are occupied by ice elemental conglomerates‡‡ (see "New Template: Elemental Conglomerate," below) or other creatures.

Traveling beneath the waves, within the Abyssal Maw itself, can be troublesome, and not just because of the need to breathe underwater. Vortices occasionally form of their own accord, creating tremendous tidal forces that threaten to tear apart their victims. Violent temperature shifts also move upward through the waters like bubbles rising from the ocean floor, subjecting travelers to bone-numbing cold. For each hour of travel within the Maw, roll 1d6. On a 1, the visitors experience a violent vortex, while a 2 results in an encounter with a bubble of frost.

A Maw vortex is similar to that created by a water elemental, only larger and without any connection to the ocean floor. A vortex occupies a whirling, 50-foot radius area and requires a DC 28 Reflex save to avoid. Except for the dimensions, use the rules for a vortex created by a greater water elemental as described in the MM. The vortex lasts 3d4 rounds and generally occupies a stable area for the duration of its existence.

Elemental Plane Adventure Hooks

The following hooks offer ideas for adventures set in the Elemental Plane.

Earth Stag: A druid of the wild returns from a visit to the Emerald Dream with news that one of Ysera's favored stags has gone missing. Through her magic, the great dragon learns that the creature has been taken to the Elemental Plane. Is the stag a guest of Therazane, or a prisoner?

Elemental Plague: The warlocks of the Scourge have conjured up a new plague, one that resists the *cure disease* spells of Azeroth's healers. Studies of the illness indicate that it is elementally based and can be cured using materials from the plane itself — rain from an elemental storm, water from the depths of the Abyssal Maw, sulfur from the fiery realm, and stone from the darkest tunnels of Deephome.

Fire Lichen: A pandaren brewmaster needs a special plant to help his newest concoction ferment properly. When consumed, the fiery ale will render the imbiber totally immune to fire for 24 hours. Unfortunately, the main ingredient is fire lichen, which grows only within the ash-clouded realm of Ragnaros.

Releasing the Firelord: A cult of fire worshippers has decided it is their mission in life to release Ragnaros from his prison beneath Blackrock Spire. To make this happen, they have traveled to the Elemental Plane to seek advice from the Fire Princes. The PCs must intercept this group lest the Firelord be loosed upon the world of Azeroth. In the process, they'll come into conflict with the Dark Iron dwarves — but will the dwarves help Ragnaros escape, or will they fight to keep him entrapped within Blackrock Spire?

Return of the Revenant: An elder air elemental revenant has been causing havoc in civilized lands. Upon investigating, it is learned that he wishes to end his curse and believes a return to his home plane will reunite his split halves. When he returns, though, his two pieces join together into a colossal elemental rivaling Al'Akir in power. Will the characters now aid him in his quest to seize the Windlord's throne? Or will they become this new Elemental Lord's enemies?

Therazane's Tears: A wizard is building a powerful new magic item and needs a special jewel to complete the device. Unfortunately, the gem required is no mere diamond or ruby — it's one of the rarest of all baubles, a golden stone of a type known as Therazane's Tears. A jewel of this type can be found only within the caverns of Deephome.

Water Gate: A kraken has suddenly appeared in a peaceful lake. Upon investigating, it is discovered that a gate to the Abyssal Maw has formed within the water. If the gate cannot be closed, an invasion of water elementals could result.

A bubble of frost forms as a blast of cold works its way up from the ocean floor towards the surface. As the bubble moves, the ocean becomes frighteningly cold, but generally doesn't freeze due to the increased water pressure in the depths. The bubble fills a 50-foot radius; everyone within is required to make a DC 25 Fortitude save each round. Those who fail the save suffer 8d8 points of cold damage and are considered to be *slowed* for as long as they remain within the bubble. The zone rises 10 feet per round toward the surface, so the best way to escape the effects is to swim downwards or at an angle. Bubbles of frost reaching the surface near the Frostland are drawn toward it, thus endlessly replenishing the ice island.

Parts of the Abyssal Maw are thousands of feet deep — so far down that even light doesn't reach the ocean floor. Traveling beneath the surface in these areas subjects travelers to intense pressure. A character this far down must make a DC 25 Fortitude save every 10 minutes or suffer 3d6 points of bludgeoning damage. This damage ignores all damage resistance, but items that provide a bonus to Armor Class treat their bonuses as if they were damage resistance. Thus, for example, a *ring of protection* +3 is treated as damage resistance 3 against the Maw's incredible pressure.

Traveling on the surface of the Abyssal Maw can be very dangerous. Visitors rarely have cover, and Neptulon will have no trouble spotting unwelcome

travelers. Furthermore, both Neptulon and Al'Akir contest the border between the Maw and the Skywall, so anyone floating upon the waves can be subjected to the attacks of either realm. For each half hour of travel over the ocean, roll 1d6 for each realm, Air and Water. A roll of 1 or 2 indicates a weather effect appropriate to that domain, as described in the relevant sections.

Denizens

Each of the realms is filled with life of various types, although the Abyssal Maw is mostly populated by elementals. A wide variety of natural creatures, from birds and mammals to reptiles, amphibians and insects can be found scattered throughout the realms. Apparently, the titans saw fit to transport ordinary living things to their hastily built elemental prison, or perhaps the creatures just came along for the ride by accident. Some scholars believe the Elemental Plane was fabricated using pieces torn from one world or another across the Twisting Nether, which could explain some of the truly alien critters roaming about above, upon and beneath the surface.

It should be noted, however, that there are no highly intelligent creatures among the natural types dwelling in the Elemental Plane. Those willful creatures who made the crossing didn't survive long under the assault of the various elementals. The other beings, such as natural beasts, mephits and the like, are tolerated only because they amuse the Elemental Lords or because the Lord in question sees fit to keep them around. For some, such as Al'Akir, they are akin to pets, while Therazane treats hers as cherished children.

The elemental creatures themselves exist in many forms, including those found in the MM. At the lowest level are elemental sprites, tiny creatures that exist as a living aspect akin to their element (lightning for the air realm, for example). Mephits and lesser elementals are next in power, followed by others from the MM in order of strength. Other types of elemental kin, such as revenants**, djinni, xorn, phoenixes** and salamanders**, can also be found in various levels of strength. At the top reside the elemental princes: unique, named beings with special abilities and great powers, often exceeding those of the elder elementals found in the MM.

The actual hierarchy of elementals is shown in Table 5–1.

New Template: Elemental Conglomerate

Because the Elemental Plane is a single location encompassing all four elemental forces in a single area, some of the plane's creatures have adapted to

Table 5–1: Elemental Hierarchy

Level	Earth	Fire	Air	Water
Lowest	Stone Sprite	Flame Sprite	Spark Sprite	Frost Sprite
	Earth Mephit	Fire Mephit	Air Mephit	Water Mephit
— Small elementals of all types —				
Low	Minor Xorn	Azer	Djinni	Juvenile Tojanida
	—	Magmin	Frost or Lightning Revenant**	Ice Revenant**
— Medium elementals of all types —				
Medium	Average Xorn	Fire Revenant**	Belker	Adult Tojanida
— Large elementals of all types —				
	Death Revenant**	Salamander**	—	—
— Huge elementals of all types —				
High	Elder Xorn	Efreeti	Djinn Noble	Elder Tojanida
— Greater elementals of all types —				
	—	Phoenix**	—	—
— Elder elementals of all types —				
Highest	Therazane‡‡	Ragnaros‡‡	Al'Akir‡‡	Neptulon‡‡

Table 5–2: Elemental Conglomerate Types

Name	Elements Combined
Dust	Air, earth
Ice	Air, water
Lava	Earth, fire
Mud	Earth, water
Spark	Air, fire
Steam	Fire, water
Geyser	Air, fire, water
Pyroclastic	Air, earth, fire
Sandstorm	Air, earth, water
Volcanic	Earth, fire, water
Primal	Air, earth, fire, water

more than one region. To do this, they have taken on the aspects of one or more such areas. These creatures are known as "conglomerates."

An elemental conglomerate begins as an ordinary elemental creature, to which one or more applications of this template are applied. A conglomerate can have one, two or three applications, but cannot apply the template related to its srcinal subtype, nor may it take the same subtype template more than once.

If the creature has one conglomerate template, it is referred to as a "dual elemental." Two applications creates a "triumvirate elemental." Finally, adding all three possible templates produces a "complete" or "primal elemental." Furthermore, depending upon the elements that are brought together, the specific creature is often given a different name. The available combinations are shown in Table 5–2.

Creating an Elemental Conglomerate

"Elemental conglomerate" is an inherited template that may be added to any standard elemental of any size (referred to hereafter as the "base creature"). The creature's type remains unchanged, but it adds a new elemental subtype — air, earth, fire or water. The conglomerate uses all of the base creature's statistics and special abilities excepted as noted here.

This template can be added up to three times to a base creature, but a different elemental subtype must be chosen each time. The creature's srcinal subtype may not be selected in any application of this template. Thus, for example, the fire elemental conglomerate template can be added to a water elemental, but the water elemental conglomerate template could not. Furthermore, the fire elemental conglomerate template cannot be added a second time.

Hit Dice: Increase all current and future Hit Dice by one die size (d8 to d10 for the first application of this template, d10 to d12 for the second). If this template is added to a triumvirate elemental to make a primal elemental, there is no increase in Hit Die type, but the creature receives +1 hit point per Hit Die.

Speed: If the fire subtype is added, increase the creature's base speed by 10 feet. If the earth subtype is added, the creature receives a burrow speed equal to one-half its base speed. If the water subtype is added, the creature receives a swim speed equal to its base speed. If the air subtype is added, the creature receives a fly speed equal to its base speed, with good maneuverability.

Armor Class: The base creature's natural armor bonus increases by +1 per size category (i.e., +1 for Small elementals, +2 for Medium elementals, and so on).

Attack: As the base creature, except that each hit from the slam attack scores one or more bonus points of damage. This bonus damage is in addition to any existing bonus damage (e.g., the fire damage scored by fire elementals). Small and Medium elementals add +1 damage, Large and Huge add +2, greater add +3, and elders add +4. Bonus damage is fire if the fire subtype is added, cold if the water

Table 5–3: Spell-Like Abilities by Conglomerate Type

Name	Spell-Like Abilities Gained
Dust	*Stinking cloud*
Ice	*Blizzard**
Lava	*Fireball*
Mud	*Transmute rock to mud*
Spark	*Lightning bolt*
Steam	*Fiery pillar*††
Geyser	*Acid fog*
Pyroclastic	*Incendiary cloud*
Sandstorm	*Prismatic ray*
Volcanic	*Meteor swarm*
Primal	*Frost nova**, *immolation**, *lightning shield**, *prismatic sphere*

subtype is added, electricity if the air subtype is added, and acid if the earth subtype is added.

Special Attacks: An elemental conglomerate keeps the special attacks of the base creature, but also gains the following additional special attacks.

Elemental Mastery (Ex): A conglomerate adding the air, earth, fire or water subtype gains the appropriate subtype mastery. Thus, for example, adding the air subtype to an elemental conglomerate provides the creature with air mastery, so that airborne creatures take a –1 penalty on attack and damage rolls against the conglomerate.

Breath Weapon (Ex) An elemental conglomerate gains a breath weapon appropriate to the added subtype (acid for earth subtypes, cold for water, electricity for air, and fire for fire). The breath weapon takes the form of a cone extending out to 40 ft. All creatures in the area of effect suffer 1d8 points of damage per 2 HD possessed by the srcinal creature, with a Reflex save (DC 10 + 1/2 the conglomerate's HD + the conglomerate's Con bonus) for half damage. The conglomerate can breathe no more than once per 2d4 rounds. If this template is added more than once, each breath weapon is treated individually, but the creature must wait at least 1 full round between each breath regardless of type.

Special Qualities: An elemental conglomerate keeps the special qualities of the base creature and adds the following special qualities depending upon its subtype.

Spell-Like Abilities: Depending on its new nature, an elemental conglomerate can employ the following spell-like abilities three times per day. Each is cast as if by a sorcerer of the conglomerate's HD. If the conglomerate does not have enough HD to cast the listed spell, that ability cannot be employed.

Fast Healing (Ex): If an elemental conglomerate is in contact with any element corresponding to any of its subtypes, it gains fast healing equal to one-half its HD. Thus, for example, a Huge mud elemental (base HD 16) would have fast healing 8 as long as it is in contact with either earth or water.

Cancelled Immunities and Vulnerabilities (Ex): If a fire elemental adds the water elemental conglomerate template, it loses its immunity to fire and vulnerability to cold.

Languages: An elemental conglomerate can speak the language appropriate to the added subtype (Ignan for fire, Auran for air, Terran for earth, and Aquan for water).

Base Save Bonuses: Adding the air or fire elemental subtype adds a +1 bonus on Reflex saves per elemental size category (in the same manner that natural armor improves). Adding the earth or water elemental subtype adds a +1 bonus on Fortitude saves.

Abilities: Adding the air or fire elemental subtype increases the conglomerate's Constitution by +1 per size category and its Dexterity by +2 per size category. Adding the earth or water elemental subtype increases the conglomerate's Constitution by +1 per size category and its Strength by +2 per size category.

Feats: The air elemental subtype adds Flyby Attack as a bonus feat; the earth or water elemental subtype adds Power Attack; the fire elemental subtype adds Dodge.

Organization: Always solitary.

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Always neutral.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Sample Elemental Conglomerate: Ice Elemental

The shape looks like an ice sculpture of a vaguely humanoid form coated in snow. As you approach, it whirls into shards of ice upon the winds, drawn toward you hungrily, as though your body heat alone can melt its shimmering crystals.

Medium Elemental Conglomerate (Air, Water): CR 5; Medium elemental; HD 4d10+12, hp 34; Init +9; Spd fly 100 ft. (good), swim 100 ft.; AC 20, touch 15, flat-footed 15; Base Atk +3; Grp +6; Atk +8 melee (1d6+3 plus 1 cold, slam); Full Atk +8 melee (1d6+3 plus 1 cold, slam); SA air mastery, breath weapon (cold 2d8, Reflex DC 14 for half), water mastery, whirlwind; SQ darkvision 60 ft., fast healing 2 (air or water), elemental traits; AL N; SV Fort +7, Ref +9, Will +1; Str 16, Dex 21, Con 16, Int 4, Wis 11, Cha 11.

Languages Spoken: Aquan, Auran.

Skills: Listen +3, Spot +4.

Feats: Dodge, Flyby Attack[B], Improved Initiative[B], Power Attack[B], Weapon Finesse[B].

The Emerald Dream

Scholars describe the Emerald Dream as an unspoiled paradise like nothing else in the world. Druid

of the wild find peace and tranquility there when visiting in their dreams, and often long to spend their lives in the unspoiled wilderness. Those who have been there refer to the planes as "what Azeroth was meant to be." It is all of these things and more; and yet, to those who visit uninvited, it can be quite dangerous.

Description

As described in Chapter Five of the **Warcraft RPG**, the Emerald Dream is the primal heart of Azeroth. It is a kind of echo of what the world would be like if intelligent beings had not altered its surface. The lands are inviting and pure, with rolling hills, dense woodlands and vast prairies filled with living creatures enjoying complete freedom. Even the mountains, such as they are, contain lush vegetation and peaceful valleys. This is a place where no elemental walks, where no great power ever altered the terrain. A paradise, indeed.

The Emerald Dream exists in a realm parallel to that of Azeroth, "overlapping" the world like an invisible, intangible "layer." When one stands in a particular location on Azeroth, he is standing in exactly the same spot he would be touching in the Emerald Dream, should he cross suddenly between the two planes. Thus, when an individual enters the Emerald Dream, he doesn't physically move, but merely passes through this invisible barrier, as though a curtain parted before him.

Although Azeroth and its twin never touch, the primal Azeroth shares the same sun, tides, sky, constellations and other such aspects of the srcinal. Thus, time passes exactly the same in both places, and an eclipse or comet on one would be witnessed similarly on the other.

The Emerald Dream appears much like Azeroth, but Ysera's plane is far more closely attuned to nature. This quality has the following effects:

Destructive Spells: Any spell or effect destructive to nature, even if only by accident, requires a DC 20 caster level check to cast or employ. Such spells or effects are determined as "destructive to nature" on a case-by-case basis. Thus, a *fireball* cast on the ground would be damaging to native plants and therefore counts as destructive, but the same spell cast high into the air might be all right as long as no birds or other creatures native to the Emerald Dream are within its area of effect.

Divination Spells: Any divination spells or effects, or spells or effects that operate through dreams, are heightened by 3 levels when cast or employed within the Emerald Dream. The plane is naturally suited for just this sort of magic.

Table 5–4: Emerald Dream Random Encounters

1d100	Low Level (1–5)	Mid Level (6–12)	High Level (13+)
01–10	Dire rat	Pixie	Keeper of the grove**
11–20	Wisp**	Corrupted dryad**	Corrupted lammasu
21–30	Pseudodragon	Corrupted giant eagle	Furbolg traveler**
31–40	Satyr**	Tendriculos	Mountain giant**
41–50	Dire weasel	Corrupted pixie	Naga traveler**
51–55	Dire badger	Dire bear	Corrupted keeper of the grove**
56–60	Giant eagle	Hill giant	Ogre traveler**
61–65	Blink dog	Nymph	Gargantuan kodo beast**
66–70	Dire ape	Shambling mound	Pandaren traveler**
71–75	Centaur**	Dire tiger	Quilboar traveler**
76–80	Dire wolf	Treant	Mature green drake**
81–85	Dryad**	Corrupted elephant	Corrupted mountain giant**
86–90	Dire boar	Lammasu	Troll traveler**
91–95	Gryphon**	Corrupted nymph	Gargantuan thunder lizard**
96–97	Corrupted centaur**	Corrupted shambling mound	Humanoid traveler (any type)
98–99	Corrupted satyr**	Corrupted treant	Corrupted mature green drake**
100	Green drake**	Couatl	Green wyrm**

A "traveler" is a creature visiting the Emerald Dream either by dreams or by direct planar travel (if high enough level). These creatures should apply levels as appropriate to their challenge rating. Thus, a furbolg traveler encountered on the high-level chart might be a 6th-level healer/6th-level shaman, for example.

Dreams: The Emerald Dream is, naturally, a place where dreams have power. Falling asleep within the plane and remaining in peaceful rest for 8 full hours gives the sleeper helpful dreams that provide the effect of an *augury* with a 100% chance of success. This enhanced *augury* can see one full day into the future, not just half an hour. Furthermore, while sleeping peacefully, a dreamer recovers twice the normal number of hit points (i.e., 2 hit points per character level) as long as he is not within the Nightmare.

Movement: Movement works normally in the Emerald Dream. Thus, for example, a creature entering the plane via dreams cannot fly about unless it has a natural ability to fly.

Nature Spells: Any nature-based spell or effect, such as *force of nature**, is considered heightened by 2 levels when cast or employed within the Emerald Dream. Although nature spells are not a specifically defined category, a spell or effect falls into this subgroup if it clearly improves, enhances or summons creatures or objects that exist in natural, aboveground terrain. Thus, most divine spells in the animal or plant domain will likely fall into this category. Spells and effects that damage, destroy or weaken nature or its creatures are never improved by this effect.

Access

Reaching the Emerald Dream is accomplished using the methods described in the **Warcraft RPG**. An individual can visit through a dream journey or by using *gate* or a similar planar travel spell.

By far, the most likely method of travel for most creatures is within their dreams. Some sages believe that most, if not all, animals in the world dream their way into the Emerald Dream on a regular basis. A visitor to the plane never knows for sure whether he is encountering a dream-version of an animal visiting in its sleep, or an actual native of the plane.

Druids of the wild also visit the plane using their hibernation ability and with certain spells. Generally, these travels happen unimpeded, since they are almost always peaceful and can cause no lasting damage. After all, a dream visitor cannot even remove physical objects when he departs. However, many believe that Ysera, the great green dragon who rules the Emerald Dream, instantly knows the nature and identity of all travelers to her realm who visit by this method. Documented cases tell of malicious dream-walkers finding entrance to

the Emerald Dream denied, or their dreamselves rudely shoved from the plane without their consent.

Entering the Emerald Dream through planar travel magic is a permanent shift and occurs without Ysera's knowledge. Thus, a visitor moving via this method can do so in secret, for reasons of his own. However, the creatures on the plane will know him as an outsider and may take action. An intelligent denizen may even report the presence of invaders to the dragons, especially if the invader is obviously powerful.

Features and Locations

There are several places of interest in the Dream. Outside of these areas, the plane is an exact twin of the world it echoes, save for the lushness of vegetation and the lack of corruption by intelligent creatures.

The Eye of Ysera

This is the home of the great green wyrm and her kin, who watch over the plane with wisdom and vigilance. The valley, nestled amid a ring of green hills, is a fertile field covered with colorful flowers and a thick carpet of lush emerald grass. In the center, a great golden dome rises, surrounded by smaller domes of a similar shape and construction. These are the dwelling places of Ysera and her green dragonflight and are among the few buildings on the plane's surface.

Curiously, despite the fact that the Emerald Dream matches Azeroth place for place, determining exactly what point on the world matches the Eye's precise location is impossible. Perhaps the Eye moves about periodically, or the plane-transitioning magic subtly alters the dreamer's shifted position. Regardless of the cause, entering the Emerald Dream and landing directly in the Eye of Ysera is impossible.

The Eye itself is constantly protected and watched over by the green dragonflight. The green dragons consider the place holy

Emerald Dream Adventure Hooks

The following hooks offer ideas for adventures set in the Emerald Dream.

Corrupted Dragon: A member of the green dragonflight has been corrupted and now resides within the Nightmare, where the rest of the greens dare not pursue. Help is needed to rescue her, so the characters — through a druid of the wild intermediary — are sent into the Nightmare to retrieve the dragon without killing her.

Dragonspy: Ysera believes that a spy in green dragon form has replaced one of her flock. Whoever it is remains undetectable by dragon magic, so she asks for the PCs' help. They will need to find some way to trick the spy into revealing himself, if they can — if the spy even exists.

Escape of the Unwaking: While on the Emerald Dream in a dream-visit, one of the characters is approached by a lucid member of the corrupted Unwaking. He begs for help getting back to his real body and asks to be brought a particular magic item that will enable him to wake up again. Will the players believe his claim? And if they do, will he turn on them once he has the item?

Green Eggs: Several green dragon eggs have been stolen from Ysera's Eye. A green wyrm asks the help of a dreamwalking PC in retrieving them. The thief is hiding in deep cave located in a place on the Emerald Dream that the green dragons dare not enter.

Missing Prince: An important Highborne has been *polymorphed* into a deer or other innocuous creature and sent via *gate* to the Emerald Dream. The characters will need to travel to the plane and figure out some way to locate and identify the transformed individual before she gets herself into too much trouble.

Real Nightmares: The effects of the Nightmare are beginning to spill over into the Material Plane (i.e., Azeroth), with corrupted beasts and other creatures beginning to menace travelers. The solution to the problem lies in the Emerald Dream itself, where the Nightmare has been slipping through a weakness in the fabric of reality that must be repaired.

Stopping the Corruption: A druid of the wild has created a magic item he believes will help push back the corruption of the Nightmare, possibly even destroying it utterly. The PCs travel with him to the Emerald Dream, but the artifact is stolen by one of the Unwaking, who seeks to use it to break his curse.

and defend it with all their might. Few visitors are allowed entry into the valley, and fewer still may pass unimpeded into the golden domes. No outsider has ever spoken to Ysera within the central dome, which cannot be penetrated by any known magic.

The Nightmare

The Emerald Dream is not a place of total perfection. It can be shaped and twisted by dreams, usually without a sleeper's knowledge. Sadly, nightmares are themselves a crafting of the subconscious and have given rise to their own place within the Dream.

The Nightmare, as the denizens call it, is not a specific location, but a constantly roaming effect that travels about unpredictably. The skies above the Nightmare are constantly clouded, creating a gloomy, depressing zone that weakens and deadens everything it touches. The beautiful green vegetation is twisted into brown decay, while ordinarily peaceful creatures are corrupted into shadowy, mutated versions of themselves known as Corrupted Ones. The Corrupted Ones are vicious and cruel, hunting anything they can, even after they leave the Nightmare's affected zone.

Worse still, some dream-travelers who enter the Nightmare — or are engulfed by its movements — become trapped in the Emerald Dream. They cannot leave, so their bodies back on Azeroth remain in a permanent sleep, slowly starving to death unless tended by helpful aides. While trapped, they are known as the Unwaking; they too are corrupted, until they will do anything to get back home.

The Nightmare is believed to be slowly growing in size and power. No one knows its srcins or why it has become so strong in recent years. Many druids are called to the Emerald Dream to help fight back its effects. So far, the green dragons have done what they can, though they dare not risk becoming themselves corrupted. The Eye of Ysera has not yet been approached by the Nightmare, but some fear that one day it will. And what will happen if the entire plane becomes covered by this terrible zone of decay…?

Denizens

The Emerald Dream is home to all manner of natural creatures native to Azeroth, including many that are now extinct and some that never evolved on the prime world. There is a large contingent of fey creatures such as pixies, sprites and the like, as well as dryads** and keepers of the grove**. All of these creatures live in harmony with the land and its denizens. Even the predators, such as wolves and foxes, exist in the proper balance.

In addition to the natives, a significant number of creatures can be found on the plane that are merely dream visitors. Some of these creatures are present only for a single dream, while others appear frequently. Many cats, for example, cross into the Emerald Dream on a regular basis. While their bodies sleep, their twitching paws and quivering whiskers signify they are quite active once they cross between planes.

Cats and other mammals are not the only living things that make the crossing. Any intelligent creature can dream and therefore enter the plane of dreams, even without realizing what it has done. Creatures of nature do this most frequently, but even monsters sometimes making the crossing — trolls**, dragons**, gryphons**, ogres**… even the Ancients‡‡ are known to visit the Emerald Dream, and thus might be encountered by other visitors.

There are also some creatures native to the plane that exist only in the Emerald Dream and rarely if ever depart. The corrupted nature of the Nightmare also twists some of the beasts it encounters into aberrations known as the Corrupted, represented hereafter as a template.

New Template: Corrupted

Creatures twisted by the foul influence of the Nightmare mutate into evil, savage versions of themselves. The process can take minutes, hours or days depending on the creature, and some are never affected. Beings that enter the Nightmare, either voluntarily or because it sweeps across them, must make a DC 15 Fortitude save to avoid becoming corrupted. If the creature remains in the Nightmare, it needs to save only once every 24 hours, but each 4 hours spent in the Nightmare adds a cumulative –1 penalty to the save. The creature must remain outside the Nightmare for one full day before these cumulative penalties fade away.

The Nightmare is not a stable place. Occasionally, storms erupt and areas of intense corruption appear.

Table 5–5: Corrupted Special Attacks

1d6 Roll	Special Attack Gained
1	*Poison (Ex):* The creature's natural bite attack or any other single natural attack (such as a claw or tail sting) becomes poisoned (injury; Fort DC 12 + 1/2 the creature's HD + the creature's Con bonus; initial damage 1d6 points of Strength, Dexterity or Constitution; secondary damage the same).
2	*Spines (Ex):* The creature grows spines that increase its natural armor by an additional +1 and increase the damage caused by all natural attacks by +1 per 2 HD (round fractions down, minimum +1).
3	*Rage (Ex):* The creature becomes ferocious, earning the ability to rage exactly as if it were a barbarian of a level equal to its HD. The corrupted one will rage at the start of each combat if at all possible.
4	*Stench (Ex):* The creature exudes a horrible odor of foulness and decay. Anyone within 20 feet of the corrupted one must make a Fortitude save (DC 12 + 1/2 the creature's HD + the creature's Con bonus) each round or become nauseated for the following round.
5	*Extra Limb (Ex):* The creature grows a mutated limb, such as an arm or tail, with a natural weapon appropriate to its type. The claw or spines upon this limb deal 1d6 points of damage. If the corrupted one is of other than Medium size, use Table 5–1 in the *MM* to adjust the base damage according to size.
6	*Other (Ex):* The creature earns one other mutation benefit chosen by the GM. Select from the following list: • +4 to one ability score • One of the following bonus feats: Battle Cry*, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Toughness or Weapon Focus (secondary natural weapon) • 50% increase to base movement speed

In such zones, the Fortitude save DC is increased to 20, and corruption — if it occurs — comes quickly.

Removing an affected creature from the zone is not enough to remove the corruption. A *remove curse* spell provides a new saving throw at a –10 penalty; but if this fails, further *remove curse* spells are of no use. A *heal* spell provides a new save at a –5 penalty; if that fails, each additional *heal* spell suffers an additional, cumulative penalty of –1 (so –6 on the second save, –7 on the next, and so on). Once a –10 penalty is reached and the save failed, *heal* can no longer help the corrupted individual. Otherwise, the only other means to eliminate corruption is with *miracle* or *wish*.

Creating a Corrupted One

"Corrupted" is an acquired template that may be added to any animal, dragon, fey, giant, humanoid, monstrous humanoid, magical beast, outsider, plant or vermin (referred to hereafter as the "base creature"). The creature's type becomes "aberration." It uses all of the base creature's statistics and special abilities excepted as noted here.

Hit Dice: Increase all current and future Hit Dice to d8. If the Hit Dice are already greater than d8, do not decrease them.

Armor Class: The base creature's natural armor bonus increases by +4 due to spiny growths, thickened skin and the like.

Attacks: Corrupted ones gain a bite attack (1d6 + Str bonus for Medium creatures, with base damage adjusted by size according to Table 5–1: Creature Size, Ability Scores, and Damage in the MM) if they do not already have one. If they already have a bite attack, the die type is increased by one step (e.g., 1d6 becomes 1d8, and so forth).

Special Attacks: The corrupted creature gains one of the following special attacks, chosen at random as it mutates. Roll 1d6 and consult Table 5–5: Corrupted Special Attacks. The GM can also simply select a mutation depending on the creature's basic nature.

Special Qualities: Corrupted ones are driven to attack any normal creatures they encounter. They are treated as hostile to all non-corrupted creatures and usually attack on sight.

Inflict (Ex): If a corrupted creature normally possesses a natural healing ability, or any other power that normally channels positive energy to a beneficial effect, this is reversed into an evil, damaging force. Thus, a creature that can cast healing magic will use *inflict* spells instead, for example. This corruption converts spell-like abilities and other natural powers in addition to spells.

Base Save Bonuses: To represent the corruption's hold on the base creature's mind, increase the corrupted one's Will save by +2.

Abilities: Adjust from the base creature as follows: Str +2, Dex +2, Con +2, Cha –4 (minimum 1).

Feats: Corrupted ones receive Multiattack and Weapon Focus (primary natural attack, such as a bite) as bonus feats if they do not already have these feats.

Organization: Solitary, group (2–4), or crowd (5–10, some of which may be different types of corrupted creatures).

Challenge Rating: Same as the base creature +1.

Treasure: Usually none, but depends on creature type.

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.

Sample Corrupted One

At first you believe yourself safe — the creature before you, with the torso of an elf and the body of a faun, is clearly a dryad. Yet as it approaches, you see its body has been twisted, its skin scaly and fingers clenched like horrid talons. The face is screwed up in an evil scowl, and with a wild scream the beast attacks.

Corrupted Dryad: CR 5; Medium aberration; HD 2d8+2, hp 11; Init +2; Spd 40 ft.; AC 18 (+2 Dex, +6 natural), touch 12, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d6+1 plus poison, bite); Full Atk +3 melee (1d6+1 plus poison, bite) and +1 melee (1d6, hooves); SA abolish magic, poison; SQ low-light vision, magic immunity, wild empathy, inflict; AL CE; SV Fort +1, Ref +5, Will +7; Str 12, Dex 14, Con 12, Int 11, Wis 13, Cha 9.

Languages Spoken: Darnassian, Common, Low Common.

Skills: Craft (any) +3, Handle Animal +5, Hide +6, Listen +5, Move Silently +6, Sense Motive +5, Spot +5, Survival +5.

Feats: Multiattack[B], Weapon Focus (bite)[B], Weapon Focus (spear).

Poison (Ex): The corrupted dryad's poisonous bite requires a DC 13 Fortitude save or the affected creature suffers 1d6 points of Strength damage (secondary effect identical).

Outland

Chunks of barren red rock float in the Twisting Nether's spectral void. One huge section is the size of a kingdom, floating in the midst of smaller bits — some large enough to build a house or even a city, others smaller than a fist. Enormous black chains connect many pieces. Sprawling fungal growths and malevolent humanoids are scattered across the desolate isles. Overhead, the Twisting Nether emits flashes of light and streamers of energy.

Description

Outland is all that remains of Draenor, the orcs' home world, which arcane magic and demonic wrath sundered after the Second War. Pieces of the dead world float like islands in the Twisting Nether, some connected by great, demon-wrought black chains. Most of the islands are barren; demonic energies drained the land decades before Draenor's destruction. Some masses contain giant mushroom stands, dark fortresses or the skeletal remains of war machines from past conflicts. Outland features air and familiar physical laws, but little else. Adventurers use the plane as a way station, for several portals connect to various regions on Azeroth — and, rumors say, to other worlds as well.

Outland Traits

Outland has the following traits:

- *Normal gravity.*
- *Normal time.*
- *Finite shape and size.* "Outland" is the name given to a collection of rocks floating in the Twisting Nether.
- *Alterable morphic.*
- *Mildly neutral-aligned.*
- *Normal magic.*

Access

Characters can access Outland through the normal spells (such as *plane shift*) and may travel there from the Twisting Nether. In addition, a single

portal, supposedly constructed only recently, connects to the srcinal Dark Portal constructed by Medivh and located in the Blasted Lands in Azeroth (see Chapter Two in **Lands of Conflict**) — the only gateway to Outland from Azeroth. In addition, rumors maintain that Ner'zhul completed several portals immediately before Draenor's ruin, and these gateways still stand — connected to strange other worlds throughout the Twisting Nether. Heroes from Azeroth could conceivably use these portals to travel to undiscovered planets, protecting them from the demons that do the same.

Features and Locations

Outland consists of one large, central land mass with smaller chunks and debris floating all around it. Black chains connect some of these islands; characters may walk across these chains (a DC 15 Balance check is required to avoid an unpleasant tumble into the Twisting Nether), fly, or in some cases jump to other islands. Outland is mostly bare and lifeless, like Draenor before its demise. The orcs built huge, black fortresses across their world, and some of them still stand. Burning Legion encampments and wretched draenei communities are scattered across the isles.

The Black Citadel

Illidan the Betrayer stands as the lord of Outland and rules his domain from a massive, black iron ziggurat. Ner'zhul was srcinally responsible for this hulking edifice, but now blood elves, naga and Illidan's few other allies roam its corridors. The naga live in underground sewers, and the upper levels teem with blood elves, traps, evil and death. Rumors tell that beneath the citadel sprawls a great prison; trapped within are heroes from previous wars, languishing in unknown solitude.

The Hellfire Peninsula

This great tract of land spreads before the distant Black Citadel. Orcs and humans clashed across the peninsula numerous times in the Second War; battle scarred the ground and blood soaked the soil. Ruined encampments and strongholds dot the landscape and derelict war machines stand, slowly rotting in the Nether's winds. The desolate battlefield is now a haven for ghosts and more terrible beings that prey on wanderers.

Green Havens

Druids from Azeroth come to Outland and in a few, rare places manage to re-grow healthy foliage in the sickened soil. These realms are lush and verdant, a window into Draenor's past when it was a thriving, green world. Travelers speak of unique creatures in these areas, magically evolved to adapt to the new environment.

Denizens

Outland has an eventful history, and many scattered creatures call it home. After Draenor's destruction, the Burning Legion took control of Outland and established the mighty pit lord Magtheridon as its ruler. For years the Legion used Outland as a planar way station from which they could stage attacks on other worlds (which they still do; see "The Twisting Nether," below). During the recent events

Table 5–6: Outland Random Encounters

1d100	Encounter (Average EL)
0–40	No encounter
41–50	Draenei scout party (1d4+1 draenei Sct3 and 1 draenei Sct6) (EL 7)
51–60	Draenei war party (2d4 draenei Ftr5, 1 draenei Ftr5/Gla3 and 1 draenei Hlr7) (EL 11)
61–66	Felguard patrol (1d6+5 felguard and 1 fel stalker) (EL 10)
67–73	Felhunter pack (2d4 felhunters) (EL 13)
74–78	Shadow Council destroyers (1 orc Sor5/Wrl8 and 1d4+1 orc Sor5/Wrl1) (EL 14)
79	Pit lord (EL 21)
80	Eredar warlock (EL 23)
81–85	Fire elemental squad (2d4 Large fire elementals and 1 Huge fire elemental) (EL 11)
86–93	Fungal horror ‡‡ (EL 11)
94–98	Nether dragon ‡‡ (EL 19)
99–100	Nether dragon, nether wyrm ‡‡ (EL 28)

Outland Adventure Hooks

Take It to 'Em!: Heroes from another world decide to combat the Legion on their enemies' turf, and armies pour through one of the lost portals. Outland becomes an interplanar war zone.

Reclaiming the Lost: The draenei learn of a portal that leads to a world wherein dwell many other draenei. They are willing to risk much to find this portal, allowing no obstacles to stand in the way.

To the Rescue: Rumors tell that a great, unnamed hero of a previous war dwells in a remote fortress, surrounded by danger, fighting desperately to keep demons and other creatures out of his — or her — refuge.

Third Time's a Charm: Illidan seeks to create a Well of Eternity in Outland to fuel his blood elves' magical addiction.

No Stone Uncovered: Disgusting fungal growth completely covers a rock chunk several miles across. The Twisting Nether's winds seem to affect the small island strangely, and it careens through Outland. Where it crashes, creatures and disease drop off and infect the land.

concerning the Frozen Throne, Illidan Stormrage and his blood elf and naga allies entered Outland, overthrew its demonic rulers and slew Magtheridon. Illidan took the plane as his own. Kil'jaeden easily tracked Illidan to Outland and compelled him to do the demonlord's bidding — though Illidan failed to destroy the Frozen Throne, nearly died dueling Arthas and limped back to Outland to recover and plot. Though fallen out of favor with the Legion, Illidan and his followers still command Outland. Other factions stir in remote places.

Legion strongholds stand in numerous places across the plane. The demons, being demons, attempt to destroy all others and rule uncontested. Rumors tell that the demons know the locations of the other, lost portals scattered across Outland and use these gateways to invade other worlds continuously. The Legion's mortal servants — members of the Shadow Council — also maintain covens throughout the plane. These minions are warlocks and similar individuals who work constantly to undermine the draenei and provide advantage to their demonic masters.

Draenei still live in areas, though they are pitiful and dying. They ally themselves with any who offer salvation, and some of their staunchest friends hail from Azeroth. The goodly draenei fight constantly to check the Legion's advance and reclaim their ancestral lands. A group of the withered rage under Akama has joined Illidan and the blood elves.

Many other, stranger creatures also inhabit Outland. Fire elementals scorch the ground with their passing. Phase spiders step across planes to hunt the unwary. Felboars, 6-foot-tall demonic swine, can skewer a human with their tusks. Moist, fungus-infested regions give birth to fungal horrors‡‡ — huge, misshapen creatures that can absorb blow after blow while bearing down on their prey (see below). Nether dragons‡‡ (see "The Twisting Nether"), unrelated to real dragons and composed of pure nether energy, feast upon magic and minds.

Outland Encounters

Use Table 5–6 for random encounters in Outland. Note that this table assumes a generic Outland location, and specific areas differ in population from that shown below. Roll once for each mile of travel, each hour the heroes remain in the same spot, and every time the heroes do something particularly eye-catching. In lieu of rolling, you may select an appropriate encounter.

Fungal Horror

Huge Plant

Hit Dice:	18d8+198 (279 hp)
Initiative:	–2
Speed:	30 ft. (6 squares)
Armor Class:	31 (–2 size, –2 Dex, +25 natural), touch 6, flat-footed 31
Base Atk/Grapple:	+13/+30
Attack:	Slam +21 melee (3d8+9)
Full Attack:	4 slams +21 melee (3d8+9) or thrown object +5 ranged (1d6+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict, improved grab
Special Qualities:	Low-light vision, damage reduction 10/—, plant traits
Saves:	Fort +22, Ref +4, Will +9
Abilities:	Str 28, Dex 7, Con 32, Int 6, Wis 16, Cha 10

Skills:	Hide+3*, Listen+14, Move Silently+9, Spot +7
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes and underground (Outland)
Organization:	Solitary, pair, group (3–6), or infestation (10–16)
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Huge); 25–32 HD (Gargantuan)
Level Adjustment:	—

This creature resembles an enormous, animated mound of fungus, filth and other detritus. White-spotted toadstools protrude from its mass. Four thick tentacles sway in the air as the creature lurches forward.

Description

Fungal horrors are bog beasts gone bad. They are enormous fungal masses composed of unyielding vegetable matter held together by dirt and foul tempers. Fungal horrors make their lairs in dank, fungus-infested environs in Outland, posing a threat to all who enter their domains. Though their tactics are straightforward and predictable, they can absorb a frightening amount of punishment before dropping.

Fungal horrors do not speak.

Combat

Fungal horrors lurk wherever they can — under giant toadstools, in standing water, or behind whatever else is in their territory. A fungal horror prefers to attack from hiding, emitting a gurgling roar as it bears down on intruders. They pound and grab with their mighty tendrils until the opposition is squished to a fine paste. Dimly intelligent, they grab and hurl objects — any objects — at foes that remain out of reach. Fungal horrors are fiercely territorial and attack any non-plants that enter their realms.

Constrict (Ex): A fungal horror deals automatic slam damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the fungal horror must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Fungal horrors receive a +6 racial bonus on Hide, Listen and Move Silently checks. *Fungal horrors receive a +10 circumstance bonus on Hide checks in marshy or fungal terrain.

Twisting Nether

Chunks of worlds float among prismatic clouds, and colorful energy ribbons twist through the void. All is spectral and shadowy — blurring together in a muted, multicolored haze that brushes and teases the senses. Physical laws do not exist in this realm of ghosts, save those that a traveler creates for herself. Magic and illusion dance across the ever-changing vastness.

Description

The Twisting Nether is a formless place of magic and illusion It is indistinct and chaotic, with no size or shape. Coterminous to all other worlds, the Twisting Nether can be a gateway for those who know how to use it.

The **Warcraft RPG** core book (see Chapter Five: The World of Warcraft) contains all the rules necessary to incorporate the Twisting Nether into your games. The material presented here supplements that in the **Warcraft RPG** core book.

Access

For mortals, the Twisting Nether is notoriously difficult to access. Spells and portals can take one there, but few other options exist. Traveling to a location within the Twisting Nether, such as Outland, can then lead a hero into the formless plane itself.

Table 5–7: Twisting Nether Random Encounters

1d100	Encounter (Average EL)
01–10	Doomguard** (EL 15)
11–20	Dreadlord** (EL 11)
21–30	Eredar warlock** (EL 23)
31–40	Felguard squad** (1d10+11 felguard) (EL 10)
41–42	Belker clutch (1d2+2 belkers) (EL 9)
43–44	Chaosbeast (EL 7)
45–46	Devourer (EL 11)
47–48	Etherealfilcher (EL 3)
49–50	Etherealmarauder (EL 3)
51–53	Howler pack (1d6+5 howlers) (EL 9)
54–56	Invisible stalker (EL 7)
57–58	Mephit mob (1d8+4 mephits of various types) (EL 9)
59–60	Mimic (EL 4)
61–62	Night hag covey (3 night hags mounted on nightmares) (EL 13)
63–64	Nightmare (EL 5)
65	Nightshade, nightcrawler pair (2 nightcrawlers) (EL 20)
66	Nightshade, nightwalker gang (1d2+2 nightwalkers) (EL 19)
67	Nightshade, nightwing flock (1d4+2 nightwings) (EL 19)
68–69	Phase spider cluster (1d4+1 phase spiders) (EL 8)
70–71	Phasm (EL 7)
72–73	Ravid (EL 5)
74–75	Shadow mastiff pack (1d8+4 shadow mastiffs) (EL 11)
76–77	Vargouille mob (1d6+5 vargouilles) (EL 8)
78–79	Will-o'-wisp string (1d2+2 will-o'-wisps) (EL 9)
80–82	Yeth hound pack (1d6+5 yeth hounds) (EL 9)
83–85	Force dragon (roll 1d12 to determine age category) (EL 33)
86–87	Prismatic dragon (roll 1d12 to determine age category) (EL 40)
88–89	Gibberingorb (EL 27)
90–91	Pseudonatural creature (choose or roll again on this table to determine exact type) (EL varies)
92	Hagunemnon (EL 29)
93	Geniuloc (EL 30)
94	Neh-thalggu (EL 26)
95	Umbrablot (EL 32)
96	Uvuudaummadness (1d4+2 uvuudaums) (EL 32)
97	Netherdragon‡‡ (EL 19)
98	Netherdragon, netherwyrm‡‡ (EL 28)
99	Vanirtitan‡‡ (EL 28)
100	Aesirtitan‡‡ (EL 30)

Denizens

The Burning Legion had its genesis in the Twisting Nether, but the plane's boundless reaches are home to an infinite variety of other creatures as well. Many creatures in the *MM* and *Epic Level Handbook* are appropriate for inclusion in the Twisting Nether. Particularly appropriate creatures are listed below. Those marked with an asterisk (*) appear in the *Epic Level Handbook*.

Belker	Neh-Thalggu*
Chaosbeast	Nighthag
Devourer	Nightmare
Dragon, Force*	Nightshade
Dragon, Prismatic*	Phase spider
Ethereal filcher	Phasm
Ethereal marauder	Pseudonatural* creatures (any)
Geniusloci*	Ravid
Gibbering orb*	Shadow mastiff
Hagunemnon*	Vargouille
Howler	Umbrablot*
Invisible stalker	Uvuudaum*
Mephit	Will-o'-wisp
Mimic	Yeth hound

Twisting Nether Encounters

The Twisting Nether is a vast space, home to widely scattered entities; thus, encounters are uncommon. Use Table 5–7 for random encounters in the Twisting Nether. Note that this table assumes a generic Twisting Nether location; and specific areas differ in population from that shown below. Roll 1d10 for every 10 miles of travel and once for each hour the heroes remain in the same location. A roll of 1 or 2 indicates an encounter; roll on the tale below or pick a suitable encounter from the table.

The Burning Crusade

A great war rages beyond the ken of normal mortals. The universe houses innumerable worlds, and the Burning Legion currently invades a handful of them. Most mortals are blind to this secret conflict, but the wisest and strongest know of it — and some are heroes and leaders in this war. Champions from Azeroth and many other worlds battle across the cosmos, attempting to drive back the Burning Legion and keep the embattled planets safe from demonic corruption. Theirs is a desperate, epic war, and they welcome any who would join them. Beings of all sorts join forces — humans and draenei fight alongside orcs, high elves alongside night elves. Old rivalries are thrown aside in the face of the ominous Legion. All who fight this secret war know that, despite the posturing and ambition of individual demon lords, Kil'jaeden was always Sargeras' second. He is the Legion's true leader. Out in the Great Dark Beyond, Kil'jaeden waits as demons and mortals die, biding his time for his minions to grow strong once again.

Infernals

The Twisting Nether is pure chaos, but also pure energy. Swirling invisible eddies of power lay in wait for those with the ability to tap them. Hidden in the darkest corners of the Twisting Nether lives a secretive race with just such an ability.

The Tothrezim‡‡ share a common ancestry with the cruel Nathrezim**, but while the Nathrezim serve Sargeras‡‡ as lieutenants in his armies, the Tothrezim serve as his laborers and craftsmen. They slave away with mining picks and in magical laboratories with a near single-minded common goal of filling the Burning Legion's demand for infernals.

The Tothrezim were never expansionistic or military-minded, but they share a unique bond with the Twisting Nether and an unmatched greed for gold and magic items. The bond enables them to infuse fiery constructs with fel power, and they have used their ability to establish themselves as a dominant force in Sargeras dire plan.

A gray ore known as fel stone litters the physical spaces of the Nether. It functions as a conduit for the Nether's entropic energies. The Tothrezim mine the ore and shape it to create shells that channel the energy. The results are fiery infernals**. The Tothrezim craft them for the Burning Legion, but their greed drives them to sell their constructs to whoever will pay the price they demand.

The Tothrezim are organized, businesslike and undiscerning. They'll offer a contract for infernal summoning to anyone who is capable of paying. Contacting an agent of the Tothrezim is usually the hard part. Once in contact with them, they typically offer a standard package of services. Statistics for the Tothrezim are included below.

Contracts

When someone needs to learn a spell to call or summon an infernal, any of the following new spells (detailed in Appendix One) are taught for a fee of 10,000 gp per spell level: *call infernal*, *dismiss infernal*, *mass summon infernal*, *rain of chaos* and *summon infernal*. Thus, for example, the 8th-level spell *summon infernal* costs 80,000 gp per character trained by the Tothrezim.

When a summoned infernal is "slain" it simply returns to the Tothrezim's storage center, but there is wear and tear that over time renders older infernals

worthless. The Tothrezim generally get 400 to 500 uses from an infernal before it must be replaced. The Tothrezim generally set up a contract wherein each summoned infernal costs between 150 to 300 gp. New clients are generally charged the higher rate. Longstanding clients and those summoning in volume can get lower rates.

Called infernals are lost when their duration expires or they are slain. The Tothrezim usually charge between 20,000 gp and 35,000 gp per called infernal. As with summoned infernals, new clients pay the higher rate.

Twisting Nether Adventure Hooks

Doorstop: An eredar warlock** begins creating a portal in Azeroth that would lead directly to the Twisting Nether, allowing the Nether's primordial chaos to pour through. The heroes must enter the Nether and stop the portal at its source.

Deconstruction: Interplanar warriors charge the heroes to infiltrate and destroy a strong infernal-creating base.

First Contact: Creatures from another world discover how to travel through the Twisting Nether. The heroes are the first beings outside their own race that they encounter, and the heroes' actions will determine how this race interacts with the universe.

What's Worse Than A Mobile Sphere of Pure Void?: A mutated umbral blot travels through the Twisting Nether, growing larger every time it consumes a physical object. The heroes must stop it before it becomes so large that it threatens all creation.

Titanic Armory: The heroes discover a small portal in the Nether. The portal leads to a demiplane full of titan artifacts — weapons the Pantheon deemed too destructive to use.

Outlandish Happenings: Powerful magic destroys a planet, which suffers a fate similar to Draenor. The chunks of rock left behind could become a second Outland, and demons, Illidan's forces, the planet's srcinal inhabitants, and interplanar heroes all attempt to gain control of this new resource.

The Tothrezim accept any form of payment. They take gold, gems, jewels and especially magic items. Clients are billed every few weeks and payment is expected immediately. One of the Tothrezim's collectors *teleports* or *plane shifts* to the client's location. Those who dodge their obligations or attempt to hide from scrying attempts through *nondetection* or similar magic are dealt with harshly.

Debt Collection

The Tothrezim have four specialized collection teams usually consisting of: one 7th-level tracker who serves as scout and spy; one 7th-level divine caster; one 7th-level arcane caster; one 9th-level arcane caster who serves as group leader; and three adamantine stalkers‡‡ (see below). For particularly dangerous debt collections, the Tothrezim maintain one group comprised of group leader Thathrell (Sor4/Wrl10*/Wmg10†), Kurzill (Bbn14/Pml9†), Dweezel (Hlr22*), Mazgrek (Rog21), and five adamantine stalkers.

Construction

Infernals are not constructed in the usual sense; they are born from pure chaos. Magic puts a tenuous hold on their shapes, often holding them together for mere minutes or even seconds once removed from the Twisting Nether where they are formed. Only infernals constructed without the use of the Tothrezim's nether link ability survive outside the Twisting Nether without degrading since the power infusing them is less chaotic.

The basic pieces of an infernal are sculpted from fel stone. Only the Tothrezim know where the fel stone quarries are located, and the locations are closely guarded secrets. Creating the many pieces of an infernal requires a DC 18 Craft (sculpting) check or a DC 18 Craft (stonemasonry) check. Before it is given life, an infernal resembles a pile of rubble. Only its carved skull looks even remotely humanoid. As the final spells are cast, binding a portion of the chaotic Twisting Nether into the stones, the flaming infernal rises up to await instructions.

CL 15th; Craft Construct, *antimagic field*, *force cage*, *immolation*, *limited wish*, *stoneskin*, caster must be at least 15th level; Price 30,000 gp; Cost 15,000 gp + 1,200 XP.

Adamantine Stalker

Large Construct (Extraplanar)

Hit Dice:	12d10+30 (96 hp)
Initiative:	+5
Speed:	60 ft. (12 squares)
Armor Class:	39 (–1 size, +5 Dex, +25 natural), touch 14, flat-footed 34
Base Atk/Grapple:	+9/+20
Attack:	Bite +15 melee (2d6+7/19–20)
Full Attack:	Bite +15 melee (2d6+7/19–20) and 2 claws +10 melee (1d8+3/19–20)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved critical, improved grab, penetration, pounce, rake 1d6+3
Special Qualities:	Darkvision 60 ft., low-light vision, leap, damage reduction 15/adamantine, immunity to magic, construct traits
Saves:	Fort +4, Ref +9, Will +4
Abilities:	Str 25, Dex 21, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Squad (4–7) or troop (8–13)
Challenge Rating:	15
Treasure:	None
Alignment:	Always neutral
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	—

The creature looks vaguely like a gleaming, metallic hound — though one with a massive, toothy head that makes up nearly a third of its length. Great horns jut from above a single eye in the center of its forehead.

Description

Patterned after the fel stalker, an adamantine stalker is basically a steel chassis coated with adamantine to give it extra strength and resistance to special attacks, such as rust attacks. The Tothrezim use adamantine stalkers as guards when on collection missions. Adamantine stalkers are relentless in carrying out their orders.

Combat

Adamantine stalkers use simple tactics. They leap and pounce as often as possible in direct assaults against the targets designated by their owners.

Improved Critical (Ex): An adamantine stalker's claws and teeth are as sharp as razors. The critical threat range of these natural weapons is 19–20.

Improved Grab (Ex): To use this ability, an adamantine stalker must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Penetration (Ex): An adamantine stalker's natural weapons are treated as adamantine and magic for the purpose of penetrating damage reduction.

Pounce (Ex): If an adamantine stalker charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): If an adamantine stalker gets a hold or pounces, it can make two rake attacks (+11 melee) for 1d6+3 points of damage each.

Immunity to Magic (Ex): An adamantine stalker is immune to any spell or spell-like ability that allows spell resistance.

Leap (Ex): An adamantine stalker's hind legs are built like steel springs. As part of its normal movement, it can make a Jump check with a skill modifier of +37 to leap over obstacles. It can take 10 on Jump checks even when normally prevented from doing so.

Construction

An adamantine stalker's body is constructed from fitted iron bones. The entire creature is then submerged in pure molten adamantine worth 30,000 gp when nearing completion. Assembling the body requires a DC 20 Craft (blacksmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 17th; Craft Construct, *animate object*, *geas/quest*, *keen edge*, *limited wish*, *magic weapon*, caster must be at least 17th level; Price 110,000 gp; Cost 70,000 gp + 3,200 XP.

Nether Dragon

	Nether Dragon	Netherwyrm
	Large Outsider (Chaotic, Extraplanar)	**Huge Outsider (Chaotic, Extraplanar)**
Hit Dice:	18d8+54 (135 hp)	30d8+210 (345 hp)
Initiative:	+6	+9
Speed:	40 ft. (8 squares), fly 120 ft. (good)	40 ft. (8 squares), fly 120 ft. (good)
Armor Class:	39 (–1 size, +2 Dex, +20 natural, +8 deflection), touch 19, flat-footed 37	56 (–2 size, +5 Dex, +25 natural, +18 deflection), touch 31, flat-footed 51
Base Atk/Grapple:	+18/+29	+30/+50
Attack:	Bite +24 melee (2d6+7/19–20 plus spellbreak† and *greater dispel magic*)	Bite +41 melee (3d8+12/19–20 plus epic spellbreak‡‡ and transcendent†† *dispel magic*)
Full Attack:	Bite +24 melee (2d6+7/19–20 plus spellbreak† and *greater dispel magic*) and 2 claws +22 melee (1d8+3)	Bite +41 melee (3d8+12/19–20 plus epic spellbreak‡‡ and transcendent†† *dispel magic*) and 2 claws +37 melee (3d6+6)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Great spellbreaker, nether disjunction, spell-like abilities	Mighty spellbreaker, nether disjunction, spell-like abilities
Special Qualities:	Darkvision 120 ft., low-light vision, damage reduction 10/lawful and magic, fast healing 15, force shield, greater arcane sight, immunity to poison, magic consumption, resistance to acid 20, cold 30, electricity 30, fire 30 and sonic 20, spectral form, spell resistance 38, superior spell resistance, telepathy 100 ft.	Darkvision 120 ft., low-light vision, damage reduction 15/epic and lawful, fast healing 25, force shield, greater arcane sight, immunity to poison, magic consumption, resistance to acid 30, cold 45, electricity 45, fire 45 and sonic 30, spectral form, spell resistance 50, superior spell resistance, telepathy 100 ft.
Saves:	Fort +14, Ref +13, Will +15	Fort +24, Ref +22, Will +23
Abilities:	Str 25, Dex 15, Con 17, Int 13, Wis 18, Cha 19	Str 35, Dex 21, Con 25, Int 19, Wis 23, Cha 29
Skills:	Hide +19, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +25, Move Silently +31, Search +22, Spellcraft +24, Spot +25, Survival +25	Bluff +42, Hide +30, Intimidate +32, Knowledge (arcana) +37, Knowledge (the planes) +37, Listen +39, Move Silently +46, Search +37, Spellcraft +41, Spot +39, Survival +39, Tumble +38

Feats:	Cleave, Combat Reflexes, Devour Magic†[B], Feedback†[B], Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative[B], Multiattack, Power Attack	Cleave, Combat Reflexes, Devour Magic†[B], Feedback††[B], Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative[B], Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack, Power Attack, Weapon Focus (bite)
Epic Feats:	—	Improved Devour Magic‡‡[B], Massive Feedback‡‡[B], Overwhelming Critical (bite)
Environment:	Twisting Nether	Twisting Nether
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	19	28
Treasure:	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	19–23 HD (Large); 24–29 HD (Huge)	31–40 HD (Huge); 41–50 HD (Gargantuan)
Level Adjustment:	—	—

The spectral form vaguely resembles a dragon, with ghostly wings, jaws and talons. Its shape shifts constantly, however, appearing insubstantial and ephemeral. Vibrant colors shoot through its pale body.

Description

Though nether dragons often resemble true dragons, most scholars believe them to be unrelated. Nether dragons are composed of pure nether energy, and as such are beings of chaos. They feed on mana and magic of all kinds and constantly patrol the Twisting Nether and those worlds open to it, such as Outland, for nourishment. Nether dragons are unallied with the Burning Legion or any other faction, and so pose a threat to any they encounter. Though intelligent, nether dragons do not speak. They can communicate telepathically, but rarely choose to do so.

Combat

A nether dragon uses its *greater arcane sight* to home in on areas of powerful magic. It usually uses *ethereal jaunt* to approach invisibly, then unleashes its nether disjunction ability, quickened *greater dispel magic*, and a flurry of attacks against spellcasters. A nether dragon ignores non-spellcasters unless they inflict significant damage (over one-quarter of the creature's initial hit points). A nether dragons uses its nether disjunction ability as often as it can, and uses quickened *greater dispel magic* every round on whichever foe has the most active spell effects. If reduced to fewer than one-quarter its starting hit points, a nether dragon attempts to flee via *ethereal jaunt*.

Spell-Like Abilities: At will—quickened *greater dispel magic*. 3/day—*ethereal jaunt*. Caster level equal to the nether dragon's Hit Dice (18th level for the nether dragon presented above).

***Great Spellbreaker* (Sp):** A nether dragon's physical attacks all count as spellbreak attempts, as per the Spellbreaker† feat; the creature does not have to spend a full attack action or a standard action to attempt a spellbreak. In addition, any creature struck by a nether dragon's bite or claw attack is subject to a *greater dispel magic* at a level equal to the nether dragon's Hit Dice (18th level for the nether dragon presented above). Note that nether dragons have a variety of other feats that further enhance their spellbreak and dispelling abilities, such as Devour Magic† and Feedback†.

Force Shield (Su): A nether dragon gains a deflection bonus to its AC equal to its Charisma modifier times 2.

Greater Arcane Sight (Su): Nether dragons are always under the effects of a *greater arcane sight* spell. This ability cannot be dispelled. In addition, nether dragons do not need to concentrate to determine whether a creature has any spellcasting or spell-like abilities, whether these are arcane or divine, or to determine the strength of the most powerful spell or spell-like ability the creature currently has available for use; nether dragons always know this information.

Magic Consumption (Ex): If a nether dragon's spell resistance successfully resists a spell, the creature absorbs the spell's energy. The nether dragon gains 2d4 temporary hit points per spell level of the absorbed spell. If the spell was 5th-level or higher,

the nether dragon also gains a +2 enhancement bonus to all ability scores. This bonus stacks with itself, so a nether dragon that resists two 5th-level spells gains a +4 enhancement bonus to all ability scores. These temporary hit points and enhancement bonuses last for 24 hours. The temporary hit points also stack with themselves (i.e., if a nether dragon resists two spells, it gains temporary hit points for both of them) and those provided by the nether dragon's *nether disjunction* ability.

***Nether Disjunction* (Sp):** Once every 10 rounds as a free action, a nether dragon may use *Morden's disjunction* (caster level equal to the nether dragon's Hit Dice; 18th level for the nether dragon presented above). If the creature disjoins any spells with this ability, it gains 2d4 temporary hit points per level of each disjoined spell. These temporary hit points last for 24 hours. These temporary hit points stack with themselves (i.e., if a nether dragon disjoins two spells, it gains temporary hit points for both of them) and those provided by the nether dragon's magic consumption ability. The DC is Charisma-based.

Spectral Form (Ex): Nether dragons are composed of nether energy and are only partially corporeal. They have a 20% chance to ignore all damage from any corporeal source, save that from ghost touch weapons or force effects.

Superior Spell Resistance (Ex): Nether dragons are highly resistant to magic. A nether dragon's spell resistance is equal to 20 + its Hit Dice.

Skills: Nether dragons have a +8 racial bonus on Move Silently checks.

Netherwyrm

These larger cousins of nether dragons are truly deadly.

Combat

Netherwyrms use the same tactics as nether dragons, though they like to evaluate their prey from a distance before moving in.

Spell-Like Abilities: At will—quickened, transcendent†† *dispel magic*; 3/day—quickened *ethereal jaunt*. Caster level equal to the netherwyrm's Hit Dice (30th level for the netherwyrm presented above).

Magic Consumption (Ex): As the nether dragon's ability, except the netherwyrm gains 2d8 temporary hit points per spell level of each absorbed spell.

***Mighty Spellbreaker* (Sp):** A netherwyrm's physical attacks all count as spellbreak attempts, as per the Epic Spellbreaker‡‡ feat. The creature does not have to spend a full attack action or a standard action to attempt a spellbreak. In addition, any creature struck by a netherwyrm's bite or claw attack is subject to a transcendent†† *dispel magic* at a level equal to the netherwyrm's Hit Dice (30th level for the netherwyrm presented above). Note that netherwyrms have a variety of other feats that further enhance their spellbreak and dispelling abilities, such as Improved Devour Magic‡‡ and Massive Feedback‡‡.

***Nether Disjunction* (Sp):** As the nether dragon's ability, except the netherwyrm gains 2d8 temporary hit points per spell level of each disjoined spell.

Tothrezim

Medium Outsider (Demonic, Evil, Extraplanar, Lawful)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (good)
Armor Class:	22 (+2 Dex, +6 natural, +4 insight), touch 16, flat-footed 20
Base Atk/Grapple:	+6/+9
Attack:	Claw +9 melee (1d4+3 plus poison)
Full Attack:	2 claws +9 melee (1d4+3 plus poison), or spell +9 melee touch, or spell +8 ranged touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fel poison, spells, spell-like abilities
Special Qualities:	Damage reduction 5/good or silver, fiendish defense, nether link, demonic traits (frightful presence DC 19), outsider traits
Saves:	Fort +7, Ref +7, Will +9
Abilities:	Str 16, Dex 15, Con 14, Int 22, Wis 19, Cha 23
Skills:	Appraise +15 (stonework items +17), Bluff +17, Concentration +11, Craft (any one stonework craft) +15, Diplomacy +21, Gather Information +15, Intimidate +19, Knowledge (the planes) +15, Profession (mining) +13, Search +15, Sense Motive +15, Spellcraft +17, Spot +13, Use Magic Device +15 (using scrolls +17)
Feats:	Magical Aptitude, Negotiator, Persuasive

Environment: Twisting Nether
Organization: Solitary, pair, workforce (3–8), or crew (3 trackers of 13th-level, 1 leader of 15th level, and 3 adamantine stalkers‡‡)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +7

The dark-skinned humanoid would stand at least twice as tall as a normal man, were its form not unnaturally hunched over. Four abnormally large arms connect to bulbous shoulders, each hand clutching a glistening, black blade.

Description

The Tothrezim are the distant cousins of the dread Nathrezim. They serve Sargeras as laborers and researchers, particularly in constructing infernals. They have leering, demonic visages with deeply sunken eyes and smooth skin. Great, hooked wings extend from their backs, marked with elaborate symbols fashioned from acts of self-mutilation, including ornate stitching and series of intricate cuts.

Combat

The Tothrezim usually travel with adamantine stalkers‡‡. They prefer to use their stalkers and summoned infernals to harass opponents while they cast spells from a distance.

Fel Poison (Ex): A Tothrezim's claws drip with a fel poison that eats at the very sanity of a creature: injury, Fort DC 21, 1d4/1d4 Wis. The save DC is Constitution-based.

Spells: A Tothrezim knows and casts arcane spells as a 6th-level sorcerer, gaining bonus spells for a high Charisma score. Actual sorcerer levels stack.

Typical Sorcerer Spells Known (cast per day: 6/8/7/4; save DC 16 + spell level): 0—*arcane mark*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *resistance*; 1st—*detect thoughts*, *implant carrion beetle*‡, *mage armor*, *magic missile*; 2nd—*cripple**, *detect thoughts*; 3rd—*dispel magic*.

Spell-Like Abilities: At will—*deeper darkness*, *detect chaos*, *detect good*, *detect magic*, *greater teleport* (self plus 50 pounds of objects only), *read magic*; 1/day—*immolation*, *plane shift*, *sending*, *summon infernal*. Caster level 6th; save DC 16 + spell level. The save DC is Charisma-based.

Nether Link (Su): The Tothrezim are mystically linked to the Twisting Nether and can draw power directly from it. When casting an arcane spell while in the Twisting Nether, a Tothrezim has only a 10% chance of expending the slot used, plus 10% per spell level. For example, when casting a 5th-level spell in the Twisting Nether, a Tothrezim only expends the slot 60% of the time.

The Tothrezims' link to the Twisting Nether also allows them to focus its energy into constructs, giving sculpted rock a chaotic life born of the Nether. A Tothrezim does not need to pay the experience point cost of any construct built in the Twisting Nether. However, such constructs maintain their forms only in the Twisting Nether; once removed they begin to break down, surviving only 1 hour per Hit Die.

Skills: Use Magic Device is a class skill for all Tothrezim, and they may use it untrained.

APPENDIX: SPELLS AND MAGIC ITEMS

This appendix collects together the new spells and magic items used by the heroes, villains, Eternals and other creatures presented in **Shadows & Light**.

New Spells

The following new spells focus on the summoning of infernals**, as described in Chapter Five, "The Twisting Nether," *Infernals*.

Call Infernal

Call an infernal to serve you.

Conjuration (Calling)
Level: Wrl 9
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One infernal (see text)
Duration: See text
Saving Throw: None
Spell Resistance: No

Description

An infernal rockets from the sky, smashing into your foes on the battlefield.

Spell Effect

This spell calls a single infernal that uses its meteoric impact ability, landing where you target the spell and causing a *rain of fire* effect* (see Chapter Two: The Burning Legion in the **Manual of Monsters** and Chapter Four: Magic in the **Warcraft RPG**) before it rises to attack your foes on the following round.

The infernal is not summoned, it's called. It lasts 16 hours before the magic holding its chaotic form together is no longer sufficient for the task. When the infernal is slain or the duration expires, the infernal crumbles into a pile of useless rubble.

Material Components: Each casting of this spell costs 1,000 XP and an amount of gold as determined by your contract with the Tothrezim‡‡.

Dismiss Infernal

Release an infernal from your service.

Universal
Level: Wrl 0
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Touched infernals
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Description

Your touch returns your infernals to their makers.

Spell Effect

You can touch up to six infernals to release their bonds to the plane, returning them to their makers. You can only release infernals you have called or been given control to command.

Rain of Chaos

You summon a legion of infernals.

Conjuration (Calling)
Level: Wrl 12
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: See text
Duration: Concentration, up 3 rounds
Saving Throw: None
Spell Resistance: No

Description

Infernals rocket from the sky and slam into the ground. They rise from their craters to serve you.

Spell Effect

You call 2d6 infernals per round of concentration for up to 3 rounds. They strike the ground using their Meteoric Impact ability at random locations within range.

Infernals called with this spell are permanent. They initially start attacking anything within reach. They particularly enjoy destroying structures such as homes and castles. As a standard action you can instruct infernals near you to carry out specific orders. They serve you and obey your commands until destroyed or voluntarily returned to their makers.

Summon Infernal

Summon an infernal to fight for you.

Conjuration (Summoning)
Level: Wrl 8
Components: V, S, M

Description

An infernal rockets from the sky, smashing into your foes on the battlefield.

Spell Effect

This spell functions like *summon monster VIII*, except that you can only summon a single infernal.

The infernal uses its Meteoric Impact ability, landing where you target the spell and causing a *rain of fire* effect* (see Chapter Two: The Burning Legion in the **Manual of Monsters** and Chapter Four: Magic in the **Warcraft RPG**) before it rises to attack your foes on the following round.

Material Components: Each casting of this spell costs an amount of gold as determined by your contract with the Tothrezim‡‡.

Summon Infernals, Mass

Summon multiple infernals to fight for you.

Conjuration (Summoning)

Level: Wrl 9

Description

Several infernals rocket from the sky, smashing into your foes on the battlefield.

Spell Effect

This spell functions like *summon infernal*, except that you summon two or three infernals (your choice, but you must pay for each individually) at the same time. Only one crashes into the location you designate. The other one or two infernals land at random locations within range and within 100 feet of the target.

Paramount Spells

These spells are available to eredar warlocks** who take the Paramount Spell feat (see **Manual of Monsters**, Chapter Two: The Burning Legion). Some other demons can cast these spells, usually as spell-like abilities. Under extreme circumstances, a GM might grant a PC with 12th-level spell slots access to one of these spells. Use caution, for these are potent, evil spells of dark power.

Chittering Death

Summon endless carrion beetles.

Conjuration (Creation, Calling)

Level: Wrl 12

Components: V, S, M

Casting Time: 1 standard action

Range: 0

Effect: See text

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

Description

Carrion beetles spew from your mouth and swarm over the landscape.

Spell Effect

You call 100 carrion beetles per round for as long as you maintain concentration, up to 1 round per caster level. The carrion beetles spread out in the area around you in every direction, wherever they have room to fit, attacking and eating everything in their path.

Dark Portal

Call demons to serve you.

Conjuration (Creation, Calling)

Level: Wrl 12

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: See text

Duration: See text

Saving Throw: None

Spell Resistance: No

Description

Fel magic allows legions of demons to pass through magical portals to serve in your army.

Spell Effect

Many small, one-way magical portals appear beside demons who are loyal to you throughout the universe. They sense your call, stepping through to serve you in your time of need.

On your end, you create aone-way, arched magical portal approximately 20 feet wide at the base and 20 feet high at the tip of the arch. Similar in use to a *gate*, a number of demons step through each round, answering your call. As long as there is space in front of the portal for the demons to march through, the following demons are called each round: 1d4 fel

hunters**, 2d4 fel stalkers**, and 5d4 felguard**. If there is no space to step through, no demons come through the portal that round. The portal remains open for 10 rounds before closing automatically.

Finger of Death, Greater

Slay target instantly.

Necromancy [Death, Fel]
Level: Sor/Wiz 12, Wrl 12
Components: S
Casting Time: 1 quickened action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Description

A ray of fel energy springs from your finger and strikes your victim like a red lightning bolt.

Spell Effect

You must succeed at a ranged touch attack to strike a target within range. The victim is slain instantly and its body is consumed in fel fire. The only way to restore life to the creature is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

New Magic Items

This section details the new magic items introduced in **Shadows & Light** with the legendary NPCs and Eternals. Many items take advantage of the epic rules for creating magic items, found in the *Epic Level Handbook*.

Specific Armors

Full Plate of Elune

Description: This appears to be a fine suit of masterwork full plate armor. It is decorated in silver and mithril trim, with symbols of Elune etched across its many surfaces.

Powers: This armor functions as a suit of *+5 light fortification full plate of invulnerability*. The wearer also gains the ability to cast *deeper darkness* once per day.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *deeper darkness*, *stoneskin*, *wish* or *miracle*; Price 102,090 gp.

High Commander's Mail

Description: This resplendent plate mail glimmers with golden light.

Powers: This *+5 fire resistance mithril full plate of command* †† also bears the *devotion* †† and *generalship*†† qualities.

Strong abjuration, enchantment and transmutation; CL 15th; Craft Magic Arms and Armor, *prayer*, *resist energy*, creator must have 5 ranks in Knowledge (military tactics)† and Profession (military commander)†; Price 109,650 gp; Cost 49,500 gp + 3,960 XP.

Specific Weapons

Blackhand's Fang

Description: Dozens of these throwing axes were given as marks of honor from Blackhand the Destroyer to worthy members of the Blackrock Clan he ruled. Orgrim Doomhammer earned his first while a member of the clan, then seized a brace of four more from Blackhand himself when Doomhammer murdered the Destroyer to usurp the position of Warchief. A short haft of black wood with four alternating silver and crimson bands is topped by a curved, tooth-like blade of polished steel.

Powers: *Blackhand's fangs* are *+4 throwing axes of wounding*, with enchantments that enlarge their range increment to 20 feet and their critical range and damage to 18–20/x3.

Moderate divination and evocation, strong transmutation; CL 12th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *keen edge*, *mage's sword*, creator must have Improved Critical feat; Price 338,308 gp.

Bloodhoof Runespear

Description: Every inch of this massive spear is carved with tauren tribal runes. It has been handed down through many generations of the Bloodhoof line, and is currently in the possession of Cairne Bloodhoof. Each owner carves his own major history into the shaft before passing it on to the next generation.

Powers: This *+5 Large returning seeking wounding shortspear of distance* grants its wielder a +5 circumstance bonus on Hide and Move Silently checks. This bonus increases to +10 when moving through plains of tall grass. The wielder is affected as though by the *hide from animals* spell.

Moderate evocation and transmutation, strong divination; CL 12th; Craft Magic Arms and Ar-

mor, *hide from animals*, *invisibility*, *mage's sword*, *telekinesis*, *true seeing*; Price 215,000 gp.

Bow of Elune

Description: This composite longbow is clearly a magic item. Its dark wood is wrapped with a thin, living, green vine. The bowstring is composed of pure white energy. When pulled, a blazing white energy arrow materializes automatically.

Powers: This bow functions as a +5 *seeking might composite longbow*. It grants its wielder a Strength bonus of up to +5 on damage rolls. Further, this bow requires no ammunition. Simply drawing back on its string creates a flaming projectile in the form of an arrow. The projectile functions like flaming burst ammunition, but immediately dissipates after impact regardless of whether an attack hits.

Strong evocation and divination; CL 15th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*, plus *minor creation* and *true seeing*; Price 154,000 gp.

Dirk of the Beast

Description: This blade is a large, golden dagger magically crafted by Sargeras and granted to Lord Xavius to help him spread the curse of the satyr.

Powers: Beyond a simple +5 dagger with an extended critical range, when the wielder of the *dirk of the beast* makes a critical hit, the target must make a DC 15 Fortitude save or be transformed into a satyr, regardless of race.

Strong transformation [evil]; CL 30th; Craft Magic Arms and Armor, *polymorph any object*; Price 530,000 gp.

Doomhammer

Description: This greathammer is composed of solid granite on an oak handle. The granite is wrapped twice around with gold-studded leather.

Powers: This +5 *shocking burst greathammer of disruption* grants its wielder a +6 enhancement bonus to Strength. In addition, the warhammer has been hardened to deal additional damage, inflicting a base 2d8 points of damage.

Once per day, you may cast *doom* as a quickened spell, but rather than affecting a single target it affects all enemies in a 30-foot radius burst centered on you (Will DC 11 negates).

Moderate evocation, strong conjuration; CL 14th; Craft Magic Arms and Armor, *bull's strength*, *call lightning* or *lightning bolt*, *doom*, *heal*; 262,000 gp.

Umbra Crescent

Description: This odd weapon is a moon sword — a curved night elf blade that forms an almost complete circle. The *umbra crescent*'s dark length is covered in mystic Kaldorei runes that glint with silver luminance.

Powers: The *umbra crescent* is a one-handed melee weapon that deals 2d4 points of slashing damage and threatens a critical hit on a roll of 18–20. It requires the Exotic Weapon Proficiency (moon sword) feat to use without penalty. The *umbra crescent* also possesses a +5 enhancement bonus and the *keen* quality (expanding its threat range to 15–20). The wielder may use the weapon to perform a coup de grace as an attack action (against a helpless defender, as normal), and the *umbra crescent* counts as an epic weapon for the purposes of overcoming damage reduction. Three times per day, the wielder may cast a quickened *shadow strike*†† on the *umbra crescent*; when she does so, the weapon also gains the *distance*, *returning*, *seeking* and *throwing* qualities for 1 round. Once per day, the wielder may cast *greater shadow strike*†† on the *umbra crescent*; the weapon again gains all the qualities above for 1 round.

The wielder can inscribe the name of a given quarry on the blade's handle; doing so takes 10 minutes. This target must be a creature the wielder is tracking down. The *umbra crescent* gives the general direction of the target and grants the wielder the ability to recognize him regardless of disguise or attempts to conceal his identity with magic. Should the target die while his name is on the blade's handle, the wielder is immediately aware of the fact. While the target lives and is not within 5 feet of the wielder, the name cannot be changed.

Strong divination; CL 21st; Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Improved Spell Capacity, Quicken Spell; *clairaudience/clairvoyance*, *death knell*, *keen edge*, *greater shadow strike*††, *locate creature*, *magic stone*, *shadow strike*††, *telekinesis*, *true seeing*; creator must be a night elf; Price 442,164 gp; Cost 221,270 gp + 17,672 XP; Weight 7 lb.

Staffs

Demon Staff

Description: This staff is made from the bones of slain demons, fused together into a long shaft topped with the shrunken head of a small demon. The eye sockets of the shrunken head glow a menacing red.

Powers: This *+1 staff* bestows one negative level on its target whenever it deals damage, just as if its target had been struck by an undead creature. The target must also succeed at a DC 16 Fortitude save or be aged 1 year. Victims suffer the penalties for aging but none of the benefits until the proper mental age.

One day after being struck, a victim must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 20th; Craft Magic Arms and Armor, *enervation*; Price 58,300 gp.

Staff of Frost, Superior

Description: This rune-covered staff is tipped on either end with a glistening diamond.

Powers: Allows use of the following spells:

- *Blizzard* (1 charge)
- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charges)
- *Summon water elemental** (2 charges)

*This spell acts like *summon monster V*, but only summons water elementals.

Moderate evocation; CL 10th; Craft Staff, *blizzard*, *cone of cold*, *ice storm*, *summon monster V*, *wall of ice*; Price 74,062 gp.

Wondrous Items

Aerial Scout

Description: This simple statuette is carved to appear as a black bird, perhaps a raven.

Powers: Upon command, this figurine animates and flies away when released. The user is granted visual information through the eyes of the bird, seeing exactly as if the user were there. The bird flies at 30 feet per round with perfect maneuverability (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The bird can travel in any direction as long as the effect lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The bird can't enter another plane of existence, even through a gate or similar magical portal. The user must concentrate to use the bird. It remains stationary, hovering in place, when not being concentrated upon.

The bird lasts 10 minutes and then disappears, reappearing in its figurine state in its owner's possession. It can be used once per day.

Moderate divination; CL 10th; Craft Wondrous Item, *arcane eye*; Price 50,400 gp.

Belt of Superior Endurance

Description: This heavy hide belt has a silver metal buckle carved to look like the open maw of a bear.

Powers: This belt's wearer gains a +6 enhancement bonus to Constitution and the Endurance feat for free. Once per day, the wearer can cast *mass bear's strength* as the spell.

Moderate transmutation; CL 11th; Craft Wondrous Item, *mass bear's strength*; Price 98,000 gp.

Cloak of Demonkind

Description: The cloak is made from a thick fabric interlaced with lines of sparkling metallic thread. It shifts and flutters constantly, as if being blown by some sort of otherworldly breeze. The back of the cloak appears to be a window of sorts into a terrible place. The faces of tormented spirits can be seen through the fabric of the cloak. Their nebulous forms continuously writhe in agony and appear to lend the cloak an eerie motion.

Powers: This cloak grants its wearer a +10 bonus on all Charisma checks and Charisma-based skill checks made with evil outsiders. In addition, once per day the wearer can cast the spell *dominate monster* on an evil outsider (DC 23 Will negates).

Strong enchantment; CL 20th; Craft Wondrous Item, *dominate monster*, *eagle's splendor*; Price 40,000 gp.

Cloak of Jagged Edges

Description: This long cloak appears to be covered entirely with daggers. The blades move and swivel independently, thrusting and slashing at the wearer's opponents.

Powers: This item functions as a *warden's cloak*†† with several improvements. It deals an additional 1d8 points of damage on all its attack forms (cloak spin, attack of opportunity, and attacks against opponents attempting sneak attacks). The cloak provides an unlimited supply of masterwork daggers (it magically replaces missing daggers).

The cloak also provides the warden with a +5 resistance bonus on all saving throws and a +15 competence bonus on Hide checks (as opposed to +5 for a *warden's cloak*††).

Strong illusion; CL 15th; Craft Wondrous Item, *feather fall*, *invisibility*, *jump*, *levitate*, *mage armor*, *resistance*, *spider climb*; creator must be a night elf; Price 100,750 gp; Cost 50,375 + 4,030 XP; Weight 5 lb.

Cape of Thorns

Description: This half-length cape is a weave of tangled and thorny vines.

Powers: Any creature touching the wearer of a *cape of thorns* suffers 2d6 points of damage. Anyone who grapples with the wearer suffers an additional 1d8 points of damage per round.

Note: When a *cape of thorns* magically adjusts its size for larger wearers, it gains an additional set of damage dice for each two size classes it grows. Thus, Agamaggan's *cape of thorns* does 6d6 points of damage to any who touch him and 3d8 points of damage per round when he grapples with another creature.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *shrink item*, *greater thorn shield**; Price 48,000 gp.

Dragontwine Bracers

Description: These silver bracers bear striking gold dragon patterns and powerful protective enchantments.

Powers: These bracers provide the wearer with spell resistance 30.

Strong abjuration; CL 15th; Craft Wondrous Item, *spell resistance*; Price 270,000 gp; Weight 5 lbs.

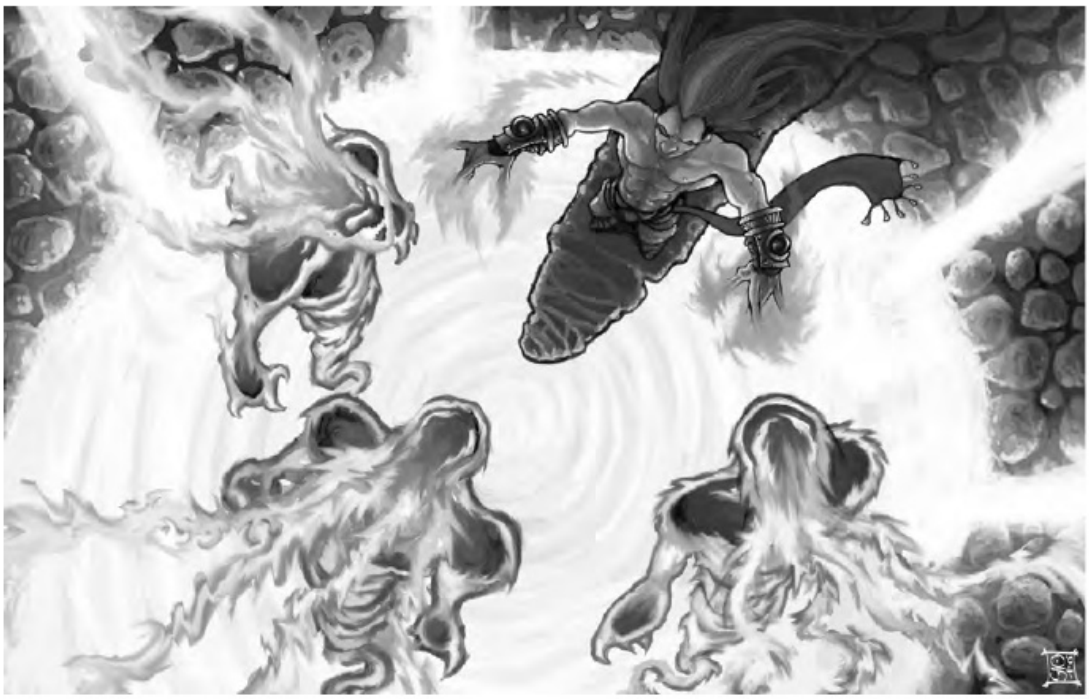
Gauntlets of Fire Elemental Control

Description: Crafted from a combination of thick, burnished leather and small, red scales, the gauntlets appear to be heavy and difficult to wear. The palms are blackened as if intense flames have scorched them. Light flickers off the embedded scales and the reflections cast reddish tones upon the nearby environment.

Powers: Fire elementals can't attack the wearer of these gauntlets, or even approach within 60 feet of him. At will, the wearer can attempt to dominate a fire elemental (as *dominate monster*; Will DC 23 negates). If the fire elemental makes its saving throw, it is immune to the domination effect for 24 hours.

Fire elementals who attack the wearer take a –2 penalty on their attack rolls. The wearer gains a +4 morale bonus on all attack rolls against fire elementals. Any weapon he uses bypasses the damage reduction of fire elementals, regardless of any qualities the weapon may or may not have.

The wearer of the gauntlets is able to speak Kalimag and gains fire resistance 30.



Strong Conjuration; CL 15th; Craft Wondrous Item, *dominate monster*, *repulsion*, *resist energy*, *tongues*; Price 200,000 gp; Cost 100,000 gp + 8,000 XP; Weight 1 lb.

Gryphon Whistle

Description: The whistle is fashioned from the husk of a giant seed and is adorned with a series of dangling, feathered charms. Intricate, ink-filled engravings run along its length and depict several flying creatures that appear to have features of both eagles and lions. The whistle projects agentle warmth that can be felt from several paces away and seems to emit a faint, continuous hum.

Powers: Once per day when this whistle is blown as a standard action, a Huge gryphon within 1 mile (11 HD) hears the sound andheeds the owner's call. It arrives in 5d4 rounds. When it arrives, thegryphon obeys the owner's commands for up to 8 hours.

The whistle can be blown at will as a standard action to target a specific gryphon within 60 feet, acting like a *dominate monster* spell (Will DC 23 negates). However, the gryphon is only dominated for 24 hours when used in this way.

Moderate transmutation; CL 11th; Craft Wondrous Item, *dominate monster*, *summon monster IV*; Price 40,000 gp; Cost 20,000 gp + 1,600 XP; Weight — lb.

Regal Cape

Description: This rich blue cape drapes majestically over its wearer's shoulders, granting him force of personality and strong protections.

Powers: The *regal cape* grants its wearer a +6 enhancement bonus to Charisma and a +5 morale bonus on all saving throws.

Strong transmutation; CL 15th; Craft Wondrous Item, *eagle's splendor*, *resistance*; Price 97,000 gp; Weight 2 lb.

Tiara of Elune

Description: This tiara is a simple silver band with a large diamond set in the middle.

Powers: The *tiara of Elune* grants its wearer a +6 enhancement bonus to Wisdom and a continual *true seeing* effect. On command, the wearer may cast *commune with nature*.

Moderate transmutation and moderate divination; CL 9th; Craft Wondrous Item, *commune with nature*, *owl's wisdom*, *true seeing*; Price 232,100 gp.

Vaion Jewel

Description: This blue-white gem twinkles slightly.

Powers: When strung on a chain and worn about the neck, the *Vaion jewel* provides the wearer a +6 enhancement bonus to Constitution and Wisdom and a +5 enhancement bonus to natural armor.

Strong transmutation; CL 15th; Craft Wondrous Item, *eagle's splendor*, *resistance*; Price 172,000 gp.

Warsong Banner

Description: This violet sashimono banner is worn only by the chief of the Warsong clan. It provides the wearer with great physical ability and inspires those around him. As a gift to the orcs who rescued them, Darkspear shadow hunters recently improved its capabilities.

Powers: The wearer gains a +6 enhancement bonus to Strength, Dexterity, Constitution and Charisma. Once per day, the wearer may cast *big bad voodoo*††.

Strong abjuration and transmutation; CL 17th; Craft Wondrous Item, *bear's endurance*, *big bad voodoo*††, *bull's strength*, *cat's grace*, *eagle's splendor*, creator must be an orc or Darkspear troll; Price 306,720 gp; Weight 2 lb.

Minor Artifacts

Crimson Robe of the Archmagi

Description: Long and flowing, the robe is ornately embroidered with crimson fabric and violet highlights. The neck of the robe is encircled by a series of tiny, golden moons that periodically flicker and crackle with flashes of energy. Its entire length is flawless in composition and radiates a general sense of awe in all who look at it.

Powers: This robe functions only for arcane spellcasters. It grants its wearer the use of any metamagic feat up to three times per day as though the wearer possessed the feat in question. Further, using the metamagic feat does not incur the normal cost of increased spell levels. The caster chooses the type of metamagic feat as the spell is cast. More than one feat can be applied to the same spell at the same time, but each feat counts as one usage for the day.

The wearer of this robe also gains a +5 insight bonus to AC; a +5 insight bonus on Reflex saving

throws and caster level checks made to penetrate spell resistance; and +1 effective caster level on all arcane spells cast. Finally, the wearer's base 1st- through 4th-level spell slots are doubled. Bonus spells from high ability scores or school specialization are not doubled.

Strong abjuration, conjuration and divination; CL 20th; Weight 1 lb.

Gorehowl

Description: Grom Hellscream's axe has a heavy blade that is notched and stained, with sharp, wicked curves. Small holes dot the blade near the handle; when the wielder swings the axe, air whistles through these holes. The sound keens over the battlefield, magically strengthened and imbued with otherworldly power. *Gorehowl* is one of Azeroth's most feared and notorious weapons.

Powers: The wielder can activate the special powers of this *+6 thorium greataxe of severity‡ and speed* by attacking with it or swinging it (a standard action). All opponents within 30 feet must succeed at a DC 25 Will save or be panicked for 2 rounds; creatures that make this save are shaken for 1 round. Allies within 30 feet (including the wielder) gain a +2 morale bonus on attack and damage rolls for 1 round.

Strong necromancy and transmutation; CL 21st; Weight 24 lb.

Hammer of the Lightbringer

Description: The two-handed hammer's haft is polished mahogany, while the head is adamantine. A silver hand emblem rests in a bed of gold design on either side. This mighty weapon was forged when Archbishop Farol created the Knights of the Silver Hand, and the archbishop bequeathed it to the order's first Grand Master — Uther the Lightbringer. A group of paladins recovered the hammer after Uther's death, but none has thought himself worthy of carrying the legendary weapon.

Powers: This weapon is a +6 *adamantine holy greathammer‡ of disruption*. The DC for undead to resist the disruption effect is 20 + the wielder's Charisma modifier. If the wielder is of good alignment, he may also use the hammer to cast *searing light* (as a 10th-level caster) at will. Three times per day, he may instead cast a maximized, empowered *searing light* (as a 10th-level caster). If the wielder is a paladin warrior capable of making a banishing strike, the *hammer of the Lightbringer* allows him to make two additional banishing strikes per day.

Strong conjuration and evocation [good]; CL 21st; Weight 10 lb.

Javelins of Suramar

Description: These javelins were wielded by Azshara in the Eternal Palace, and wields them still in Nazjatar as Queen of the naga. Each *javelin of Suramar* is a 2-foot shaft of dark, polished wood with one end tapering to a point and clad in gold-leafed steel.

Powers: Owing to the secret and chaotic magics used in creating these javelins, each one has a +6 enhancement bonus, deals 2d6 points of damage, has a x3 critical multiplier, deals +1d6 points of bonus chaos damage and bears the *returning* weapon quality.

Strong evocation [chaotic] and transmutation; CL 21st; Weight 1 lb.

Staff of Nethergarde

Description: This simple oak staff is engraved with arcane glyphs and topped by a globe of cloudy crystal 6 inches in diameter. The *staff of Nethergarde* was crafted by Khadgar‡‡ while studying portal magic in the Black Morass and protecting Azeroth against another invasion by the Horde.

Powers: The *staff of Nethergarde* allows use of the following spells:

- *Flaming sphere* (1 charge)
- *Protection from chaos* (1 charge)
- *Dimension door* (2 charges)
- *Lightning bolt* (2 charges)
- *Teleport* (3 charges)
- *Gate* (5 charges)

Strong abjuration, conjuration and evocation; CL 21st; Weight 3 lb.

Titanbone Bracers

Description: These rare bracers are made of magically charged bones that many believe to be those of the titans who created the world.

Powers: The bracers provide no armor protection, but the wearer gains a +6 enhancement bonus to his Constitution and Strength scores.

Strong evocation; CL 35th.

Major Artifacts

Circlet of the Moon

Description: Though a simple platinum circlet, this major artifact is charged with magical power and glows with a pale light.

Powers: The wearer of the circlet gains a +10 divine bonus to all ability scores, as well as a +20 divine bonus to her Armor Class.

Demonskin

Description: This full suit of plate armor is composed of molten black metal. Powerful magic binds the molten metal, giving it its armor-like shape.

Powers: This armor provides a +24 armor bonus to AC. Like a force effect, the armor also protects the wearer from touch attacks. The wearer takes 2d6 points of fire damage per round from the molten metal. Anyone touching the metal takes 2d6 points of fire damage. The armor is nearly weightless and does not affect the wearer's encumbrance, nor does the wearer suffer any arcane spell failure from the armor.

Discs of Norgannon

Description: A single ring binds this series of platinum discs. The discs bear imprints in the alien titan language, and written on the discs are all the universe's secrets. The discs' bearer gains phenomenal spellcasting abilities and protections against spells, as well as access to the mysteries contained within the discs' cryptic runes. Norgannon the Dreamweaver has kept the discs for ages immemorial, but rumors whisper that he has lost the artifacts. This story is true, as dwarven excavators in Uldaman recently discovered the discs — which bore proof of the dwarves' titanic genesis. The discs' true powers, however, will likely remain undiscovered.

The knowledge contained in the discs is immense and puissant. Their secrets would topple mortal kingdoms and set the universe ablaze. Norgannon — and the rest of the pantheon — may soon return to Azeroth to recover the discs.

Powers: The discs' bearer gains a great improvement in spellcasting ability. If he can cast arcane spells, the number of spells he can cast per day is doubled for every spell level (this increase also applies to bonus spells gained from having a high ability score). The bearer gains the Improved Spell Capacity epic feat four times if he meets the prerequisites. Five times per day, the bearer may apply any one metamagic feat he knows (aside from Heighten Spell) to any spell he is casting without increasing the spell's level or taking any additional time to cast the spell. The bearer gains a +20 competence bonus on Concentration checks made when casting on the defensive and is immune to all spells and spell-like abilities of 7th level or lower. If the bearer has spell resistance of less than 20 from any source, the *discs of Norgannon* provide him with spell resistance 40. If the bearer has spell resistance greater than 20 from any source, the discs double his spell resistance. A constant *brilliance aura*†† affects the bearer (and only the bearer).

The discs also act as a spellbook for every arcane spell in the *Player's Handbook* and the **Warcraft RPG** books, as well innumerable others. The GM may decide exactly which spells the discs contain. The bearer must succeed at a DC 70 Spellcraft check to discover any spell of which he is not already aware.

Rumors maintain that the discs contain other powers as well — powers that could scorch the universe. None besides Norgannon — and perhaps not even he — knows how to access these capabilities.

Doomhammer's Plate

Description: This half-plate armor was of course once worn into battle by the mighty Doomhammer. The armor is a black iron and mithril alloy, giving the armor an overall dull black appearance.

Powers: This *+5 mithril half-plate of spell resistance (27)* grants its wearer a +6 enhancement bonus to Charisma and damage reduction of 20/adamantine and epic. The wearer is not subject to critical hits or death from massive damage. If the wearer has the Endurance feat, he automatically gains the Diehard feat for free while wearing *Doomhammer's plate*.

Gorshalach, the Dark Render

Description: Sargeras wielded this massive greatsword for ages in his battle against demons. When he betrayed his kind and turned on his titan allies, the semi-intelligent weapon shattered itself into two pieces, the *Shatterbound* fragments. Sargeras retrieved one fragment, while Aggramar eventually came into the possession of the other fragment. If a creature of good alignment should ever possess

both fragments and hold them together, the srcinal weapon will be reborn.

Powers: This *+12 keen ghost touch greatsword of speed* is the bane of all demons. It is good-aligned and bypasses the corresponding damage reduction. It deals an extra 3d6 points of divine damage on a successful hit. It acts as a +16 weapon against evil outsiders and deals an extra 4d6 points of damage against all such foes. It bestows four negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Upon a successful critical hit, the sword casts *destruction* (Fort DC 48 partial) and *holy word* (Will DC 48) on the target; caster level 45th. Non-Eternals normally immune to critical hits or death effects are subject the *destruction* effect. Creatures normally immune to critical hits or banishment are subject the *holy word* effect.

The weapon's wielder gains a +10 enhancement bonuses to both Strength and Charisma.

Horn of Cenarius

Description: This is a massive horn carved from a solid block of wood, and wrapped with leather and small living vines.

Powers: Blowing the *horn of Cenarius* requires 6 rounds. Creatures across the entire current plane have a chance to hear the horn blow depending upon their proximity to flora.

First, all creatures within a 100-foot radius spread must succeed at a DC 20 Fortitude saving throw or be deafened permanently. Creatures that fail their saves are stunned as long as the horn blows. Chaotic good creatures and those of the animal and plant types are immune to this effect.

Second, all creatures within 1,000 feet can hear the horn, though this has no effect other than potentially alerting them. Those within 1 mile get a DC 0 Listen check to hear the horn blow. The difficulty increases as the distance from the horn increases; DC 5 up to 2 miles, DC 10 up to 4 miles, DC 15 up to 8 miles, DC 20 up to 16 miles, DC 25 up to 32 miles, and DC 30 up to 64 miles. The horn itself cannot be heard more then 64 miles away, however it does faintly sound from every tree, bush, shrub and blade of grass across the plane. Even if the horn was blown 1,000 miles away, standing in a field of grass or forest of trees grants a DC 20 Listen check to hear sound of the horn emanating from local flora. If a listener is more than 16 miles from the horn but is in close proximity to plentiful flora then the listener uses the easier DC of 20 to hear the blast emanating from the trees and grass.

Third, blowing the horn creates the same effects as a *plant growth* spell and a *hallow* spell from a 20th level caster centered on the user. A *bless* effect is automatically attached to the hallowed site, as per the *hallow* spell.

Finally, if the horn's blower so chooses, all Huge and Gargantuan trees within 30 feet gain sentience. Treat such trees as treants with Hit Dice appropriate to their physical size (see the MM for treant details).

Orodur

Description: This giant gold staff crackles with electricity. Ancient, glowing runes mark its length and strange winds swirl about it. Amun Thul the High Father, Lord of the Titans, has carried *Orodur* since the universe's first moments.

Powers: *Orodur* functions as a *+8/+8 Gargantuan adamantine quarterstaff*. It deals an extra 4d6 points of electricity damage and 4d6 points of sonic damage on a successful hit, or an extra 8d10 points of electricity damage and 8d10 points of sonic damage on a critical hit. Those struck by *Orodur* are deafened permanently unless they succeed at a DC 70 Fortitude save. The air around *Orodur* is charged with lightning, and all those standing within 15 feet of the staff take 2d6 points of electricity damage per round. The wielder may suppress this ability as a free action.

Orodur also allows the wielder to use the following abilities. Like most staffs, the wielder uses his caster level when activating *Orodur's* powers if it is higher than 30 (which is *Orodur's* caster level).

- Extended, quickened *cyclone*†† at will
- Extended, widened *control weather* at will
- Quickened, transcendent†† *shocking grasp* at will
- Quickened, transcendent†† *lightning bolt* at will
- Transcendent†† *thunderclap*†† at will
- Empowered, maximized *storm of vengeance* 3/day

Pendant of Kil'jaeden

Description: The pendant is fashioned from what seems to be a physical manifestation of darkness. It blurs when you look directly at it and appears to be nothing more than an odd arrangement of simple shadows. Yet when you look away, its form coalesces, comes into focus, and assumes the form of a thick chain made from black metal. Its links sway with a reluctant heaviness and strange, shifting forms swirl around the entirety of its length.

Powers: This pendant grants its wearer a +6 enhancement bonus to his Charisma, Intelligence and Wisdom scores, and protects against all mental attacks. The wearer is immune to mind-affecting spells and effects. The wearer is continuously affected as though by a *true seeing* spell. The wearer automatically succeeds at all saving throws against spells of the Illusion school.

Quel'Zaram

Description: Lothar discovered this weapon on his youthful adventures with Llane Wrynn and Medivh. The sword impressed Medivh and he dubbed it Quel'Zaram — Thalassian for "high blade." The weapon's current whereabouts are unknown.

Powers: This *+7 brilliant energy greatsword of speed* draws out the inner strength and personal force of the wielder, which manifests as a swirling golden glow about the blade. The wielder may add his Charisma bonus to his attack and damage rolls with the weapon. In addition, when *Quel'Zaram* strikes a critical hit, it deals an extra 6d8 points of damage and creates a lingering effect (similar to *lesser shadow strike*††) that deals 3d8 points of damage to the target each round for the next 6 rounds.

Ring of Kil'Jaeden

Description: This ring appears to be a demonic yellow eye resting in a pool of deep red blood. The ring continually burns with an intense flame.

Powers: This ring acts as a *ring of wizardry* for every level of spells from 1st through 8th. It also deals 10 points of fire damage per round to the wearer due to the intense heat of its flaming eye.

Seschenal

Description: This staff resembles a gigantic shepherd's crook. It is pure alabaster, shot through with thin red veins that resemble blood vessels — indeed, the lines pulse as if possessed of some magical heartbeat. The staff's touch restores hope to the despairing, energy to the weary and life to the dead.

Benefit: In combat, *Seschenal* functions as a +6 *Gargantuan quarterstaff*, but its true powers lie in the healing arts. *Seschenal* can cure up to 2,000 hit points per day via touch; against undead, the staff deals damage instead of healing it. The wielder may choose to divide this healing among multiple recipients, and she does not need to use it all at once. Using *Seschenal* in this fashion is a standard action that does not provoke attacks of opportunity. In addition, the bearer and all her allies within 30 feet gain the benefits of a *good hope* spell. *Seschenal* also allows the wielder to use the following abilities. Like most staffs, the wielder uses her caster level when activating *Seschenal's* powers if it is higher than 30 (which is *Seschenal's* caster level).

- Empowered *mass heal* at will
- Empowered *regenerate* at will
- *Greater restoration* at will
- *True resurrection* at will
- Widened *plant growth* at will. When the wielder uses the enrichment property of this spell, it affects a 2-mile area and increases the plants' potential productivity by a factor of 10.

Shargahn

Description: This massive horn is crafted of some silvery, alien material; light reflecting from its surface breaks into its component colors in a stunning display. Golganneth the Thunderer carries *Shargahn*, and the horn can shatter mountains, summon storms of incredible fury and beckon the creatures of the deep.

Benefit: *Shargahn* grants its bearer a +8 enhancement bonus to Strength. In addition, the bearer may sound the horn as a standard action; doing so produces one of three effects, as the bearer chooses.

- *Shatter Mountains:* The horn casts an *earthquake* spell (DC 85) at 5 times normal potency in all regards — it affects an area 5 times larger than normal, deals 5 times as much damage, has a range 5 times greater, and so forth.
- *Summon Storms:* This function may only be used outside. Over the course of 1 round, an enormous storm gathers in a 1-mile area centered on the

blower. Lightning blasts the ground, thunder rocks the earth and rain floods from the heavens. The rain limits visibility to one-tenth normal, and all creatures in the affected area have concealment. Thunder deals 6d6 points of sonic damage each round to all within the area (aside from the bearer), with a DC 85 Fortitude save allowed for half. Those who fail this save are permanently deafened as well. Each round, 5 lightning bolts strike the ground; the bolts strike random spots in the area, though *Shargahn's* bearer may use a move action to direct the bolts for 1 round. The bolts may be divided among several targets or may all strike the same target; each bolt deals 20d6 points of electricity damage, with a DC 85 Reflex save allowed for half. The storm persists for 30 rounds (3 minutes), though the bearer may renew the storm by again sounding the horn.

• *Beckon Water Creatures:* This ability functions as the calling power of the *gate* spell, though it may only call aquatic creatures, and any creature summoned is under the bearer's control regardless of its Hit Dice. Alternately, the bearer may instead use this ability to cast a *summon nature's ally IX* spell, though again the horn may summon only aquatic creatures.

Shatterbound: Gorribal (the Dark Seether)

Description: Even good and noble entities have a darker side that fuels and drives them. Sargeras' mighty greatsword was no different, and that part of the sword's personality was left in the fragment that was reforged into this weapon.

Powers: This *+6 keen ghost touch evil outsider bane greatsword of speed* is wreathed in flames that deal an additional 3d6 points of fire damage on a successful hit. Upon a successful critical hit, the sword casts *fireball* centered on the target; caster level 22nd, Reflex DC 25 half. This effect functions even against creatures normally immune to critical hits; roll to confirm the critical threat, but do not apply the additional weapon damage.

The weapon's wielder gains a +10 enhancement bonus to Strength.

Shatterbound: Taeshalach (Flame Rend)

Description: All that was good and noble in Sargeras' former greatsword was left in this fragment of the shatterbound sword. It was useless to Sargeras, and remained on the battlefield where it was broken. Eventually Aggramar came into possession of the fragment and reforged the blade to wield as his own. He seeks to obtain the other half to merge them, but currently lacks the power to face Sargeras.

Powers: This *+6 keen ghost touch greatsword of speed* is good-aligned and bypasses the corresponding damage reduction. It deals an extra 3d6 points of damage against all of evil alignment. It bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Upon a successful critical hit, the sword casts *holy word* on the target; caster level 22nd, Will DC 25 negates banishment. Even creatures normally immune to critical hits or banishment are subject to this attack.

The weapon's wielder gains a +10 enhancement bonus to Charisma.

Vulraiis

Description: Khaz'goroth the Shaper crafted this enormous hammer from ultrapure thorium, after which Aman'Thul and Norgannon worked together to enchant it. The hammer's appearance suggests a smith's tool more than a weapon, and indeed Khaz'goroth uses it at his forge. When he wields it in combat, however, it causes great seismic eruptions and splitting earthquakes.

Powers: The wielder of this *+7 Colossal thorium warhammer of severity†† and speed* gains a +4 enhancement bonus to Strength and a +8 enhancement bonus to Constitution. *Vulraiis* is sheathed in orange-bronze flames and deals an extra 3d10 points of fire damage on a successful hit. On a critical hit, the hammer explodes in massive flames and instead deals an extra 12d10 points of fire damage. The wielder also gains a +20 competence bonus on any Craft check utilizing the hammer (armorsmithing, blacksmithing, weaponsmithing, and so forth).

In addition, once per round, when *Vulraiis* strikes a critical hit, it may at the wielder's command cast *earthquake* (DC 85) with the area centered on the target. The wielder is immune to all detrimental

effects of the *earthquake*. As a full-round action, the wielder may slam *Vulraiis* into the ground, wall or ceiling to produce a maximized, widened *earthquake* (DC 85); again, the wielder remains safe from the harmful effects of the spell.

Whitheroak

Description: This gnarled oak staff has a long grip wrapped tightly with thin strips of leather. One end is capped with stone while the other end is twisted with sawed-down branches.

Powers: The staff may be used as a weapon, functioning as a +5 *holy anarchic quarterstaff*. Creatures struck by the staff must make a DC 14 Reflex saving throw or be subjected to the effects of an *entangling roots* spell as though from a 20th-level caster.

The wielder is continuously affected as though by *pass without trace* and *greater thorn shield*** spells from a 20th-level caster. If these effects are dispelled, they resume automatically on the wielder's next turn.

The staff allows its wielder to cast the following spells at will as a 20th-level caster: *animal growth, animal messenger, animal shapes, animal trance, animate plants, antiplant shell, barkskin, commune with nature, control plants, detect animals or plants, diminish plants, dominate animal, hide from animals, meld into stone, move earth, plant growth, reduce animal, speak with animals, speak with plants, stone shape, stone tell, summon nature's ally IX, greater thorn shield**, transport via plants, tree shape* and *wood shape*.

The staff's wielder may cast *awaken* once per day. He gains a +6 enhancement bonus to Charisma, and a +10 circumstance bonus on Handle Animal and wild empathy checks.

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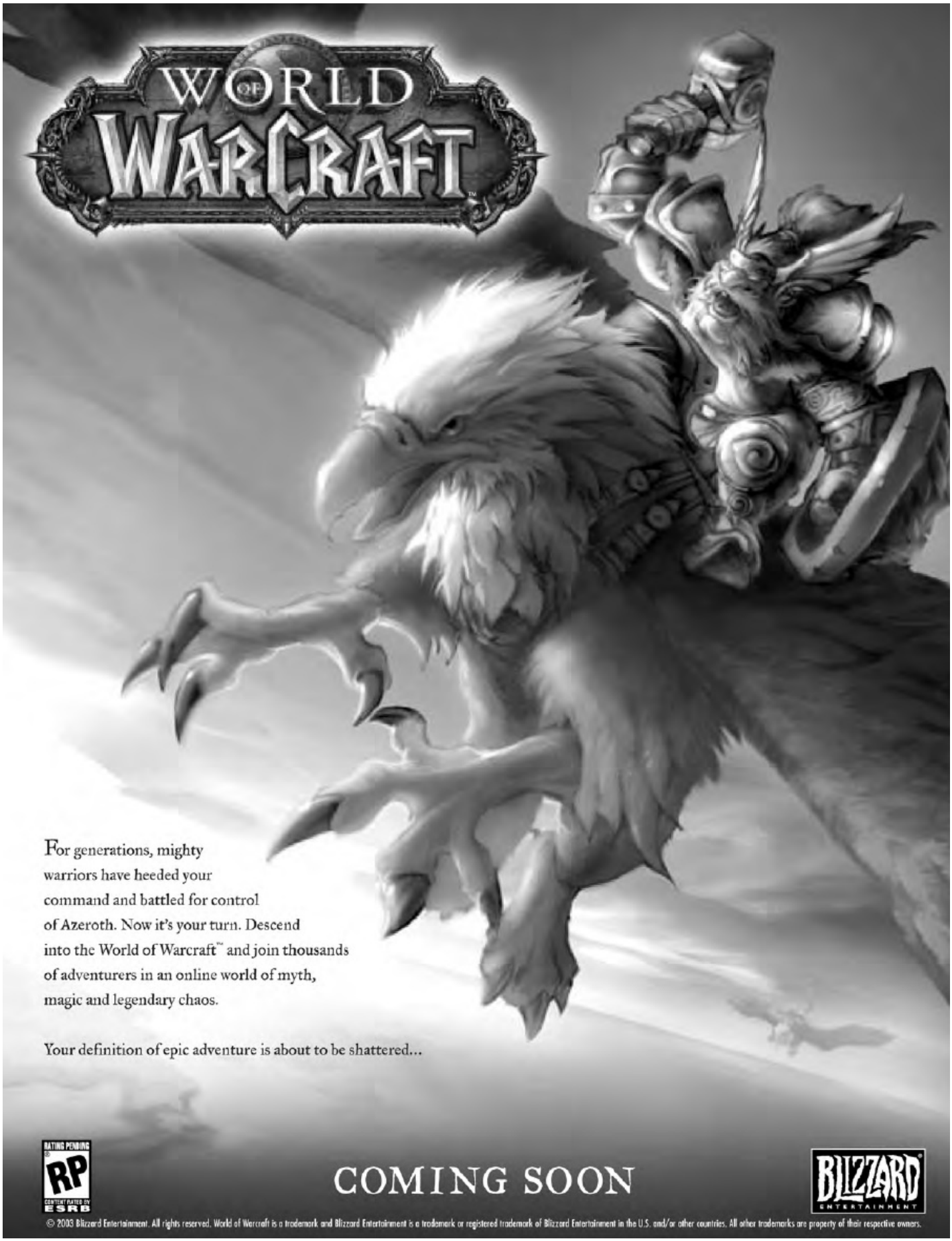
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